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PlayStation 2

The countdown begins! The latest PS2 games reviewed inside!

HUGE REVIEW!

PARASITE EVE 2

Fight an army of evil genetic monstrosities!

BONE-CRUNCHING PREVIEW!

WWE SMACKDOWN 2

Get hot and sweaty with the stars!

DVD
SPECIAL
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EXCLUSIVE REVIEW!

TENCHU 2

Design your own
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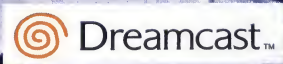
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PLUS! F1 2000, PLAYSTATION BUYERS GUIDE AND OVER 29 PAGES OF REVIEWS!



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Hawk's back. And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Bluntslides, BS/FS Noseslides + Tailslides, Hurricanes, Heelflip Variants, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatepark Editor, Create-A-Skater). Build a skatepark in your house. Then shred it (the park, not the house). Build your own pro (mullet or not, you decide). Then compete against the real ones. You'll also find sick new terrain, insane videos and a Career Mode where you earn cash money to move up in the rankings. THPS2, taking you to levels that were once reserved for mere legends.

OVERVIEW:



2-PLAYER MODE
2-Player Modes and
Single-Player Career Mode



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New Tricks, New Terrain
and New Skaters



SKATEPARK EDITOR
3D Real-Time
Skatepark Editor

PlayStation screen shots shown

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15 Men in Black



4 EDITORIAL

Behold, James Cottey, editor of this glorious publication shares with his loyal readers the unique gift of his wisdom. Plus you can meet the rest of the demented Station crew.

8 UPDATE

The latest PlayStation news from around the globe: Read about the new PS one, Sony's new Palm OS handheld, plus the latest industry gossip!

12 COMPETITIONS

There's a mountain of Rayman goodies to win this month, including backpacks, controllers, and of course copies of Rayman 2, one of the finest platform games ever made!

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Some of your all-time favourites are now available on nifty video discs. This month we cover Men In Black, Ghost In The Shell, James Bond, Joan Of Arc and stacks more!

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creative process behind some of your favourite video game stars and starlets!

28 PLAYSTATION 2 COVERAGE

We bring you the most recent scoops on the up and coming blockbusters that are sure to hit the PS2 world like a steady rain of atom bombs! There's the multiplayer mayhem of Quake 3 Arena, a jaw-dropping new version of Rayman, Dynasty Warriors 2, Armoured Core 2, Dark Cloud, MDK, Star Wars, and more!

46 DVD FEATURE

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92 BUYERS' GUIDE

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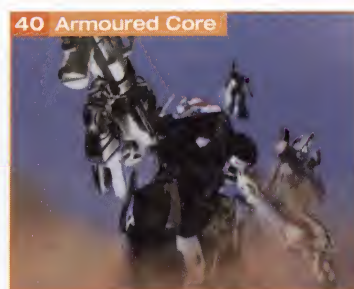
96 CRITICS' CIRCLE

This is the segment of our mag reserved for serious commentary on serious gaming topics. This month: are there too many crates in games? Are the crates taking over? And what can we do about this insidious cuboid menace?

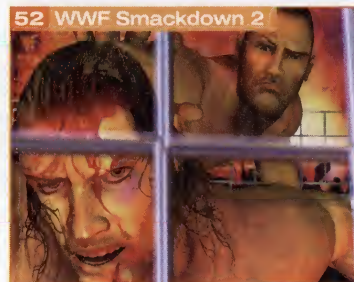
98 NEXT MONTH

The PlayStation 2 will finally be with us next month, and we'll be bringing you, the Station magazine reader, everything you need and want to know about all the hit games that'll set December on fire. There's Summoner, Rayman Revolution, Dead Or Alive 2: Hardcore, and more!

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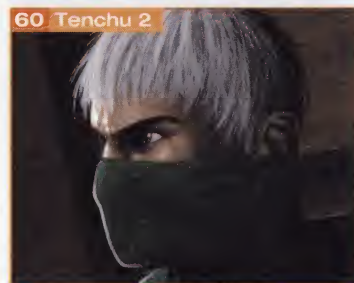
52 WWF Smackdown 2



54 Martian Gothic



60 Tenchu 2



64 Parasite Eve 2



73 Mr Driller





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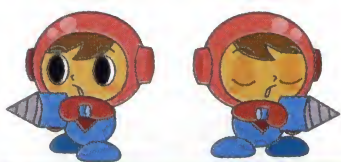


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Special thanks to Cam from Hyper for his stunning photographic work! Look out for him next issue, when we'll show you how to best enjoy your new PS2...



The pause that refreshes

THE DIE IS CAST

Now that we've all had a good hard look at the Nintendo Game Cube, sussed out its features, and poured over the demo movies frame by frame, it's safe to say that at the moment it looks pretty amazing. At the moment. In a years time when you'll be able to buy it at K Mart, it'll have sunk to a more banal level, shivering in the shadow of second and third generation PS2 titles, and millions of dollars worth of Microsoft ads flogging the X-Box.

In other words, it looks like it'll be another Dreamcast, without the benefit of a year's head start on the competition. In light of this PlayStation loyalists may be wondering how there could be any uncertainty as to the PS2's destiny. With the strongest brand name, the hottest franchises and competent marketing, what could possibly hold it back?

The same thing that's holding back the entire IT sector; a lack of sufficiently skilled programmers. The PS2 is a demanding mistress, and only strings of 1s and 0s can woo its heart. There are a number of places these personnel could come from, but any way you look at it, Sony will have to order out. Here are a few suitable recruiting locales:

1) Scandinavia. When not hacking Linux kernels and cracking proprietary video formats, these guys are stringing together assembly language for kicks. They would appreciate a real challenge, like making a PS2 racer without fogging.

2) The Eastern Bloc. What better way to prevent the starving mathematicians of Russia and Bulgaria from creating world-destroying viruses than by feeding them IPO dollars and double-dog daring them to out-code the yanks?

3) India. Literally millions of qualified professionals to chose from, and every day they don't destroy Pakistan is a day well spent!

Problem solved! Now all they have to do is ensure the PS2 specific Dead Or Alive 2 alternate costumes push the very limits of decency. Oh wait, they do. Kick arse! The PS2 is gonna rock the Casbah!

James Cottee
Editor

MEET THE AUSTRALIAN STATION TEAM

Meet our hardened team of video game verterans



James Cottee

Specialises in: Strategy, action, retro, and various witty remarks.

Currently hooked on Tenchu 2



Rod Gall

Specialises in: Shooters, adventure games and cybernetics.

Currently hooked on Monster Rancher



Kevin Cheung

Specialises in: Sports, racing, shoot 'em ups and obscure anime trivia.

Currently hooked on Armoured Core 2



Andrew Rogers

Specialises in: Cheesy music, cheesy games and cheese.

Currently hooked on Team Buddies



Amos Wong

Specialises in: Fighting games, strategy, RPGs and anything Japanese

Currently hooked on Steamed pork buns



Peter Hart

Specialises in: Platformers, adventure, strategy and racing

Currently hooked on Rayman 2



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PlayStation Update

NEWS AND INFORMATION

All the latest in current events from the world of PlayStation

PS one™



Australian PS one launch confirmed

Sony announces release date and features

The standard PlayStation is getting a new look. The clunky gray box we've been familiar with for the past five years is to be phased out, and replaced with the sleek, stylish, and sensual PS one. The new machine is only a third the size of the old PSX, but retains all the functionality of the old machine, plus new features to be introduced over the next

year.

By late 2001 we can expect wireless game networking to become a reality, by means of connecting your PS one to a mobile phone. The new PlayStation will become something of a mobile machine itself, with a new detachable LCD screen offering the possibility of portable gaming.

How is this minituration

possible? When the PlayStation first came out, the circuit board with all its vital components took up the whole rectangular base of the box. But over the years Sony have refined the manufacturing process and reduced the bulk of your PSXs innards accordingly; the model currently on sale is mostly hollow!

The PS one will start to

appear in stores across the country in early November, being phased in as old stocks of the PSX are sold out. It will have a relatively quiet launch compared to the hoo-ha sure to surround the PS2, but will none the less represent the way that home gaming across the world is evolving into smaller, more networkable packages.

Movie: Beyond The Mat

The world of professional wrestling is in many ways synonymous with the spectacle and shallowness that America itself takes great pride in wallowing in. It's billion dollar facade never lets up for a second, even though the viewing public know full well it's an orchestrated sham. The people who made this movie know that too, and it's a fact they establish in the first minute of the narration.

The spectacle of *Beyond The Mat*, and what makes it such gripping viewing, is the lives of the wrestlers offstage, their battles with drug addiction, family breakdown, and any other trauma you could name. Most wrestlers are accustomed to wearing the face of their ringside personalities on TV, swearing vendettas against other people who are, essentially, fictional characters. It's a rare thing then to see the human side of these

people, and the price their glamorous careers have extracted from them.

For instance there's Jake The Snake, down on his luck, playing small time shows and working from one hit to the next. There's Mankind, who's gentle, normal real world self is the opposite of his berzerker behaviour in combat. The most gripping scene in this film is when you see the reaction of his wife and two small children who are ringside as he's beaten repeatedly over the head with a chair. Unforgettable stuff.

No, the victories are fake, but the injuries are real. It's not unusual for wrestlers to be crippled or killed in the ring, which makes their career choice all the more baffling. If you want to try and get some kind of insight into why these maniacs do what they do, then *Beyond The Mat* is essential viewing.



Sony unveil new palmtop computer

Clie to usher in new age of connectivity

The Palm handheld computer platform has enjoyed astronomical growth over the past few years, and when it was announced a few months ago that Sony had entered into a deal with Palm to produce a handheld device of its own, speculation was rampant as to how this would fit into Sony's grander scheme for market dominance, and what this would mean for the industry as a whole.

Now that the Sony Clie has been

unveiled, it's apparent that they're taking a gradual approach to market dominance, starting with a product little different to your typical 8MB Palm Pilot. The difference between Sony's Palm and Palm's Palms is that this one uses Sony's "Memory Stick" technology, plastic-coated chips the size of sticks of chewing gum that can hold up to 64 megabytes of information.

While this may only seem like a minor

edge over the competition, from an evolutionary standpoint this all you need to survive and prosper. Sony will doubtless follow up next year with more exotic technologies, such as colour screens and connectivity to the PS2.

In short, this could be the coming of the long rumoured "PocketStation2." We'll bring you more on this interesting development as it comes to hand.



102 Dalmations

Another Disney classic gets a sequel

And a game to go with it. 102 Dalmations chronicles the continuing adventures of one biologically improbable litter of puppies, and the evil woman who want to turn them into a fur coat. Animal rights are possibly a topic too heavy for small children, but we at Station believe that kids should be introduced to these things early. Perhaps Disney's next animated blockbuster will deal with the issue of refugees, or white slavery, or AIDS? Who knows.

It would be inappropriate to

apply such speculation to the latest game from the Disney empire, because in addition to stripping away the singing and the dancing, they also remove most of the dialogue, character and subtlety of the motion pictures they emulate. This isn't necessarily a bad thing, but we still have now idea how this will work for their latest spin off.

102 Dalmations will be on the PlayStation before you know it, and here are some screen shots to give you an idea of what's coming your way. One for the kids, perhaps.



The Strangest Freebie

Smashed Toy Cars Vs Retarded Child's Toy

We received two different artifacts this month that could qualify for the Strangest Freebie Of The Month award. On the one hand, we received a bat and ball connected by an elastic string, some sort of 21st century version of a long forgotten children's toy. On the other hand, we unearthed a plastic bag which had three smashed up Matchbox cars in it, shrink wrapped no less, to provide a strange tactile experience, but a none the less useless item.

Where to begin? The bat and ball, dubbed "Skyball," seems to be trying to latch on to the timeless appeal of

the yo-yo by presenting a convoluted, confusing, frustrating, and utterly pointless option to the consumer. It may only be fifteen bucks, but just how much fun are you going to get out of it? Due to largely unpredictable factors, such as the spin of the ball and so forth, playing successfully for any amount of time is a matter of testing your luck, not to mention your patience.

As for the cars, they were a promotional item for Destruction Derby Raw, an utterly average car racing and crashing game. This little bag of joy missed the point just like the game did. If they

wanted disgruntled journo's around the world to enjoy themselves with this item, they should have supplied some pristine cars, and a little hammer so we could smash them ourselves. PR doesn't get much more misguided than this.

There you have it. How can anyone be expected to choose between two such amazingly crappy products? We can't, so this month the Strangest Freebie is a draw.

N.B. We know we said that this column had completely sold out last month, but you have to draw the line somewhere. I mean really. This is the living end.



beyond sport



FEATURING ANDY MACDONALD



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Competitions

This competition will close on the 15th November 2000

RAYMAN 2!

The sequel to one of the finest games available on the PlayStation is upon us, and to celebrate Ubi Soft have given us five huge prize packs to give away! Each one includes a Rayman Action Pack, and a copy of the blockbuster game Rayman 2 for PlayStation!



The Rayman Action Pack is the ultimate accessory for the thinking gamer's Spring fashion wardrobe. When you're out and about, taking action when words are not enough, your Rayman 2 satchel has enough room not only for a video game console, but also its associated cords and software. Even if you don't use it to move your PlayStation around, it makes for a stylish piece of hand luggage, and the smiling face of Rayman is always a good conversation-starter.

Each Action Pack also includes a clone Dual Shock controller, again baring the visage of Rayman, and a handy dandy memory card for recording your great achievements for immortality.

The Rayman Action Pack, either as part of your own gaming makeover or as an ideal gift, is now available in stores, and makes French style and sophistication compatible with your lifestyle.

As if this wasn't enough, each of our five lucky winners will also receive a copy of Rayman 2: The Great Escape! Last Issue we gave it 96% and Game

Of The Month, and with good reason! It's the best platform game to come out since Crash 3, and possibly the best one ever! This highly polished piece of code, along with a Rayman Action Pack, could be yours to own forever!

To win, all you have to do is answer the following simple question:

What keeps Rayman's body parts together?

Write the answer, along with your name and address on the back of an envelope and send it to:

Rayman 2 Competition

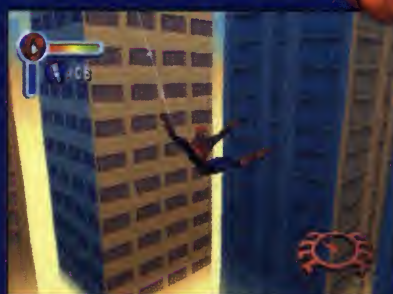
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AND THE WINNERS ARE!
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DUKES OF HAZZARD COMP! DON BOOBY (QLD), KATE OLIVER (NT), ALYSSA WILLIAMS (NSW)



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All of the latest in video entertainment



Ghost In The Shell

The year is 2029, and in the sprawling metropolis of Newport City a cyber-hacker is on the loose, manipulating the cybernetic implants of honest citizens and brain-washing them into criminal terrorists. Fortunately, Public Security Section Nine, an elite government anti-cyber-terrorism task force is on the case, headed up by the headstrong and ruthless Motoko Kusanagi.

Motoko is no ordinary cop; all of her body and most of her brain have been replaced with high-performance cybernetic components. She can turn invisible, hack computers at a thought and jump tall buildings in a bound or two, but her artificial existence is giving her serious metaphysical headaches. If it's possible to electronically manipulate human thought, and your body isn't even real, how do you know that you're still human, or that you ever were to start with?

Based on the comic books by Masamune Shirow (Appleseed, Dominion) and directed by Mamoru Oshii (Patlabor 1 & 2), Ghost In The Shell is a cyber-punk landmark, a sci-fi classic right up there with 2001 and Blade Runner.

This movie easily surpasses The Matrix and any number of other cyber-punk wannabes, in terms of intensity, vision, style, kick-arse action and head-space expanding dialogue. It bears repeated viewing to pick up all the different layers of meaning, and the resolution of the DVD format is an excellent showcase for the amazing mechanical designs and CG-augmented animation.

Not many movies can change your life, but this is one of them. Despite the hatchet job they did on the subtitles, this DVD is unquestionably a must-have.

Features: Movie production report, making-of documentary, web links.

CONTENT: 10/10 DISC: 6/10





Men In Black

Modern mythology in America is rife with mysterious government agents with seemingly god-like powers, and *Men In Black* made a killing by bringing the fears of the collective consciousness to life. As operatives for a shadowy government agency with near-unlimited technology and legal powers, Tommy Lee Jones and Will Smith must face off against unknowable enemies with nothing but their Ray-Bans and large, fake-looking guns to protect them.

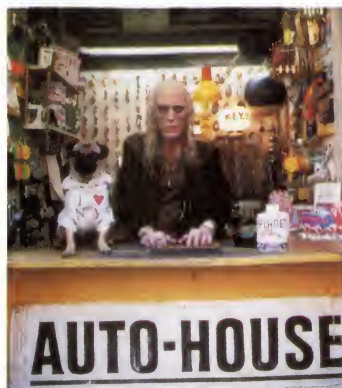
Despite the unlimited potential for meaningless *X-Files* brand angst and its associated nonsense, *MIB* is actually quite entertaining, with the veteran/rookie schism between Jones and Smith generating enough passable dialogue to string together a simplistic plot and more than a few clichés.

It's worth noting that this DVD has an unprecedented volume of "extra features," and the extra-keen can pay a few dollars more for the limited edition slipcase set with two discs and more features still.

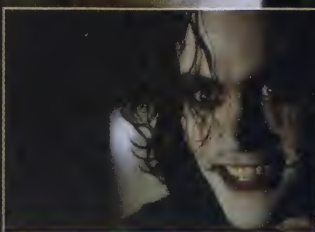
Features: Dual layer disc, audio and video commentary tracks by director Barry Sonnenfeld and Tommy Lee Jones, making-of documentaries, storyboard to film comparisons, extended and alternate scenes, *Men In Black* music video, theatrical trailers, trailers for Stuart Little and *Men In Black 2*, storyboard gallery, conceptual art gallery, production photo gallery, talent profiles, DVD-ROM web links.

PLUS: Limited Edition features: Dual ratio disc with both widescreen and full screen versions, audio commentary by the director, make-up effects artist Rick Baker and the ILM creative team, interactive "scene editing workshops," animated art gallery, expanded storyboard, conceptual art and production photo galleries.

CONTENT: 8/10 DISC: 10/10



DVD

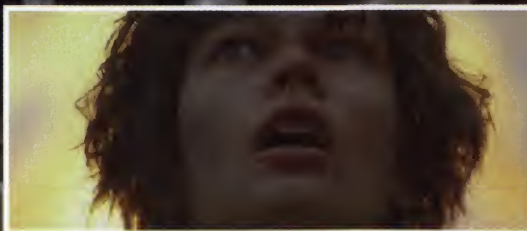
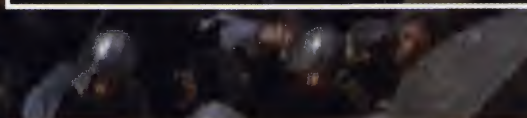
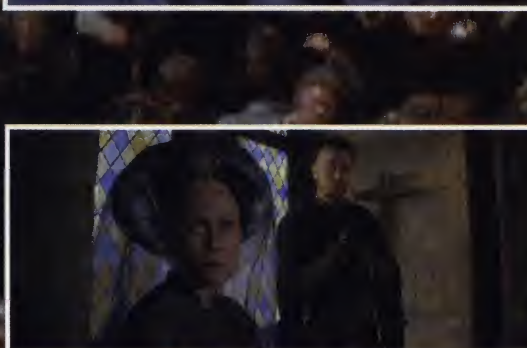
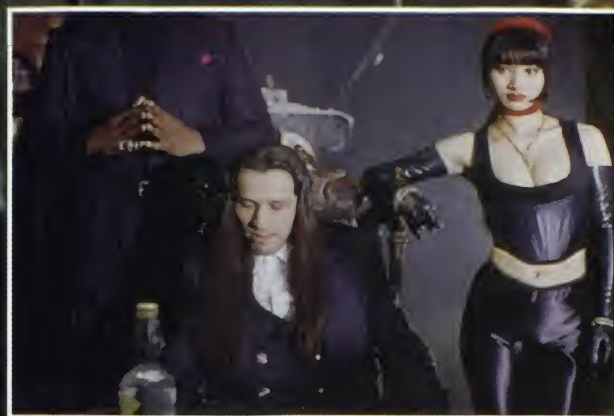
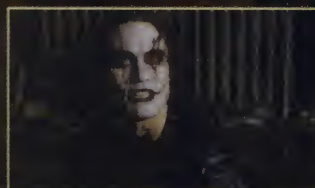


The Crow

The comic book this film was based on was about half way between Batman and The Sandman. Angst-ridden revenge fantasies merge with supernatural poppycock in a very, very dark vision of urban life. In an unnaturally dark and grimy city, Brandon Lee's character is murdered, along with his bride to be. He then sort of comes back from the dead as a crow, and with that aid of about a kilo of goth makeup at his disposal he wreaks symbolic revenge on every criminal he meets.

Features: Theatrical trailers.

CONTENT: 5/10 DISC: 4/10



Joan Of Arc

This 15th century historical figure has been shrouded in mystery since her death, and is second only to Asterix as France's favourite national icon. With the cursed, barbaric English on the brink of conquering all of France, one young girl who thinks God is talking to her must lead the bedraggled armies of Gaul to victory. She does so, and for her trouble is burned at the stake. This was directed by the same guy who did The Fifth Element, and shares its star, the delectable Milla Jovovich, though this time she's sporting a bowl cut instead of those funky red dreads.

Features: Dual layer disc, theatrical trailers, making-of documentary, isolated soundtrack, talent profiles.

CONTENT: 5/10 DISC: 7/10



Legend Of Crystania

Allegedly a sequel to the anime classic Record Of Lodoss War, this comes off as more of a "Lodoss Lite." With strong influences from the old Dungeons & Dragons role playing games, and a spunk-tacular dark elf in a prominent role, this is still only average for anime, and would best be viewed by die-hard Lodoss fans only. On an unrelated note, Tom Baker (the 4th Doctor Who) is playing the Elf King in the D&D live action movie. Pretty cool, no?

Features: Web connect, 15 different ADV anime trailers.

CONTENT: 6/10 DISC: 6/10

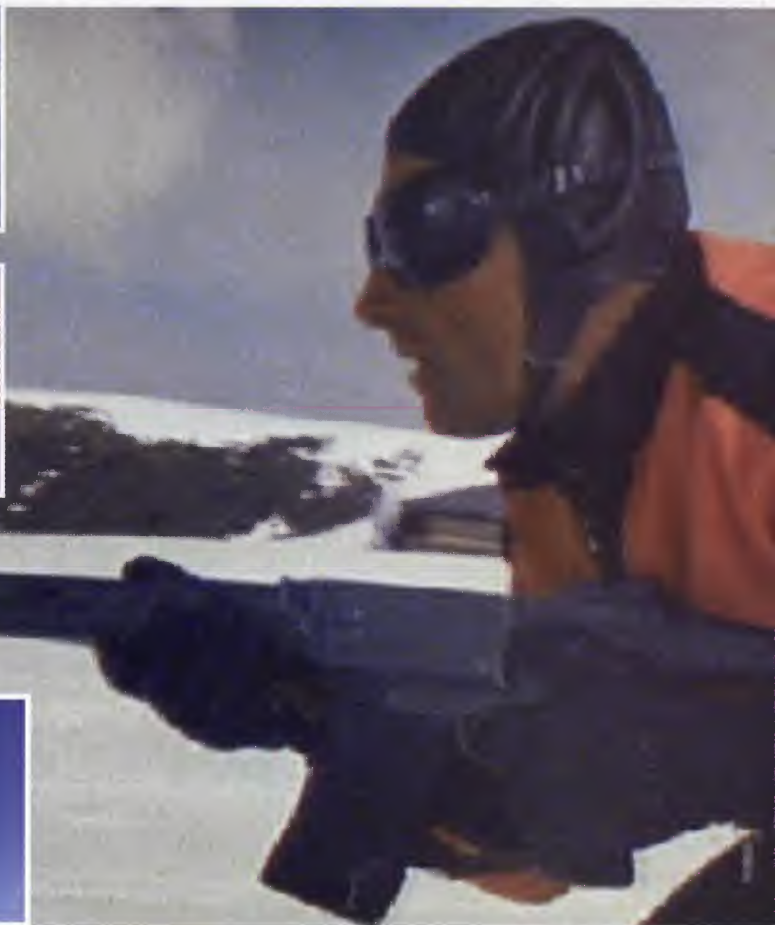
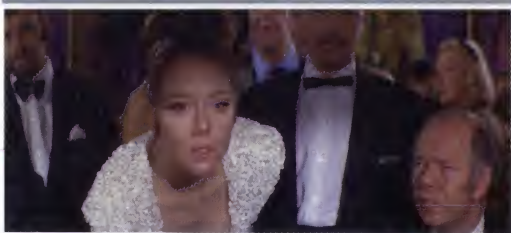


On Her Majesty's Secret Service

Irrational patriots take note: this is the only Bond film starring Australian George Lazenby. Much more striking in their roles are Diana Rigg as the primary Bond-girl, and Telly Savalas as the Dr Evil look-alike Blowfeld. Bond seems to get even more action than usual in this film, which should appeal to fans of the genre and Austin Powers alike.

Features: Dual layer disc, Audio commentary with director Peter Hunt & members of the cast & crew, three different making-of documentaries, behind the scenes gallery stills, theatrical trailer, TV and radio spots.

CONTENT 9/10 DISC: 9/10



DVD



Shadoan

Dragon's Lair was a revolution when it hit the arcades in '83, with laser-disc technology powering an interactive cartoon experience. That was 17 years ago, though, and while this was made by the same guy, it seems more like a superannuated version of Kings Quest I on your DVD player than something truly new or worthwhile. The Kids may get a kick out of the endless wandering and item-gathering in this game, but I didn't.

Features: N/A.

CONTENT: 5/10 DISC: 5/10

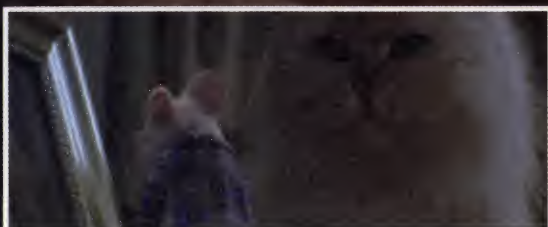


Stuart Little

While the surreal thing about this film is supposed to be the fact that a mouse that walks on its hind legs and has the voice of Michael J Fox gets adopted by a human family, I was more struck by this seemingly middle class household being able to afford a free-standing house in the middle of Manhattan. Children not old enough to know what a cliché is will get a kick out of this one.

Features: Dual layer disc, two different interactive games, two different audio commentaries, deleted scenes, gag reels, music videos, theatrical trailer, conceptual art photo gallery, talent profiles, web links, and stacks more.

CONTENT 6/10 DISC: 10/10





Thunderball

"We'll do what we always do, steal an atomic bomb and hold the world to ransom." But why just steal one when you can steal two? Connery plays Bond in this one, and he seems to spend a lot more time chatting up beach babes than tracking down the nukes.

Features: Dual layer disc, Audio commentary with director Terence Hunt, Audio commentary with Peter Hunt, John Hopkins, cast & crew, two making-of documentaries, theatrical trailers, TV and radio spots.

CONTENT: 7/10 DISC: 8/10

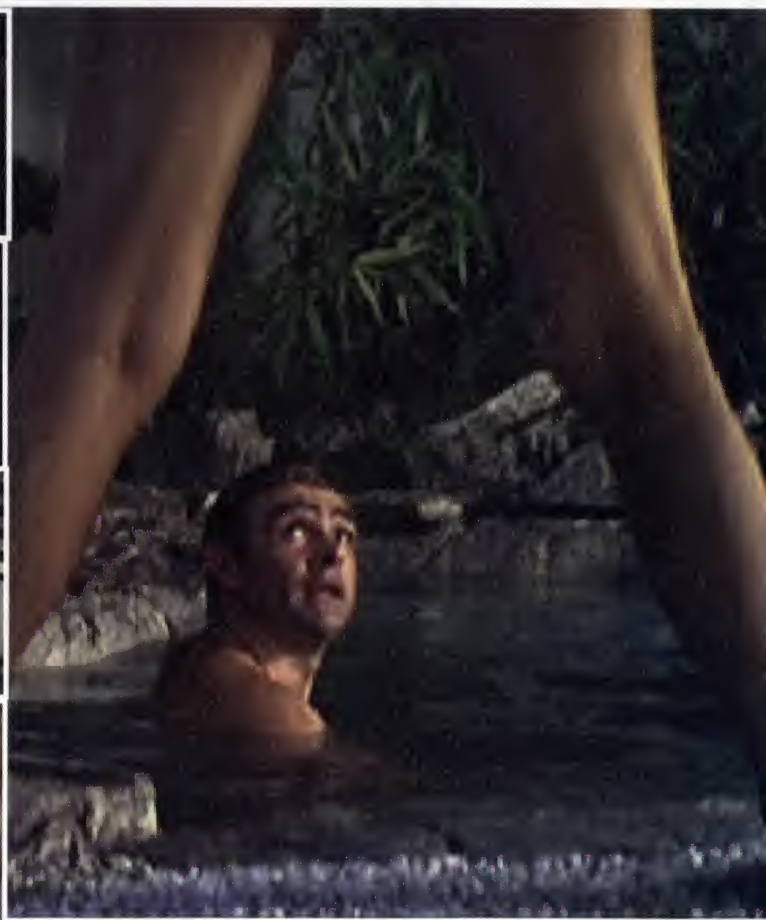
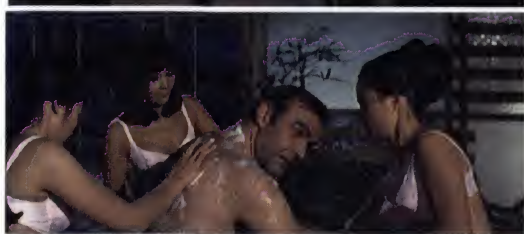


You Only Live Twice

If you have an Asian fetish as well as a Bond film fetish then you'll spooze over this one. Bond's in Japan, getting in a lot of hot-tub back-rubs when he should be tracking down stolen space capsules. Naughty, naughty James!

Features: Dual layer disc, Audio commentary by director Lewis Gilbert and members of the cast and crew, three making-of documentaries, animated story board sequences, theatrical trailers, TV and radio spots.

CONTENT: 9/10 DISC: 9/10



Underworld: Everything, Everything

Are Underworld pretentious to put modern art on their CD cases? Not really, as the aural content inside them is arguably both modern and art. Where other survivors of the 80s have become sick jokes, Underworld have reached escape velocity in the 90s, pushing each new record further up the evolutionary ladder.

Plus, they have appeared on the soundtrack to Wipeout, an achievement in itself. This new live album goes a fair way to capturing the essence of their onstage presence, with all the right lags between recognisable melodies and the crowd going wild in appreciation. In short, it's good, particularly the version of Cowgirl which caps off the recording. If there's anything wrong with this album, it's that it's a bit on the short side.

Underworld fans should take note that this new recording is also available in a limited edition box set with their previous three CDs, so if you want to stock up on Underworld goodness, then now is the time to strike.

★★★★



Bomfunk MCs: In Stereo

These are the guys with the highly irritating video clip where the kid in dreadlocks and a baggy track suit wanders around in the subway with a video game control pad and the ability to make breakdancers move both forwards and backwards through time. The flagship track on this CD, "Freestyler" is arguably infectious, and persistently annoying, but one has to admire the huge industrial machine behind manufacturing this music and peddling it to the world.

It's not inspiring, but it is infectious.

★★★



Gatecrasher: Global Sound System

In case you missed it, this UK club was on tour here recently, bringing their clubby goodness to the trance starved southern hemisphere. Spread across two CDs, this is amiable, layered, almost melodious dance music. It mixes together works by Moby, Paul Van Dyk, and dozens more. Gatecrasher are in the spotlight at the moment, and their graphic design, if not their music, is worthy of this attention. This is on the same order of value as the Transglobal Underground collections, where you can get a portable rave for under the magic 50 buck mark.

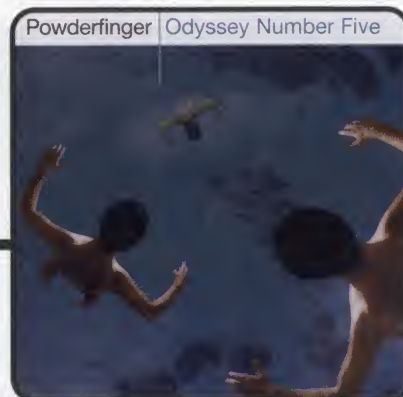
★★★★



Powderfinger: Odyssey Number Five

Shaking off their pseudo communist image from their album of two years ago, Powderfinger mark their return to the world of capitalism and normalcy by bringing surreal imagery to their fifth record. Though to call it an odyssey is possibly a stretch, they could have done just as well by calling it "CD number five: even more Powderfinger." If you're into this brand of angsty guitar-backed moaning, then you'll go nuts over their latest. Oh, and one of these tracks was on the Mission Impossible 2 soundtrack.

★★



Chicane: Behind the sun

Trance, dance, however you wish to describe it, Chicane are the zenith of a decade of rave semiotics compressed and refined into the shallow electronica of today. You know, records with pictures of airport terminals on the cover and music which you need very hard drugs to get maximum value out of. You'll recognise a few high-rotation favourites on this disc, but there are probably better priorities for your cash and your narcotics.

★★



Philippa Nihill: A Little Easy.

For those not in the know, nihilism is the philosophy of justifying total chaos and destruction because, you know, nothing really matters, man. Hence; to annihilate. This reserved blend of acoustic instrument work seems to be turning Philippa's destructive tendencies inwards, as represents a passable entry into the genre, if not really exploring new ground.

★★★



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Cult Film: Dawn Of The D.M.F.'s

This is a zero-budget sci-fi shocker like no other. For starters, it took ten whole years to make; five years filming and five spent in post production. The technology used to make it evolved as the shooting progressed, and the actors visibly age through the course of the film. Continuity is all over the place, most of the sound is out of synch with the actors lips, the sets and costumes are staggeringly budget looking, and in the year since its completion it hasn't managed to get a distribution deal of any kind.

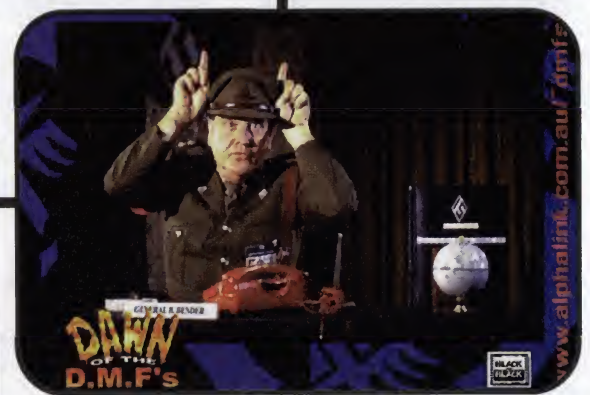
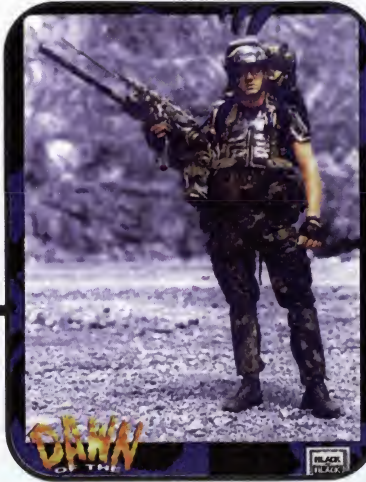
So what makes this movie, made by amateurs and volunteers in their spare time, have going for it? Simply the fact that it's one of the most entertaining pieces of cinema you'll ever see. It's pulp sci-fi action at its worst, an over the top explosion of stupidity so raw it'll burn the eyes out of your sockets.

Aliens are bombarding the Earth with a sinister ray gun. It affects the minds of all humans it touches, turning them into an army of D.M.F.'s. They initially refer to this as a "diminished mental faculties" syndrome or some such, but this nomenclature is soon abandoned in favour of "Dumb Mother Fuckers."

The last vestiges of human government send forth from their secret bunker an elite team made up of a soldier, a businessman, and a punk to stop the alien threat. They're then run through a sequence of events that's too stupid to describe, but too funny to miss.

Dawn Of The D.M.F.'s is doing the rounds at independent cinemas as the moment, and if it comes to your town they you simply cannot afford to miss this shock masterpiece.

To stay abreast of DMF developments, visit their web site at <http://www.alphalink.com.au/~dmfs>. Pray they're out there, somewhere.



COMICS CORNER

with Peter Hart

What do comics have to do with PlayStation? Comics stand as one of the first past times associated with modern times. Think about what it is that you do and it will fall into a modern or classic (for want of a better word) activity. Reading and playing sport are things that people have been doing since we all lived in caves and hid from dinosaurs (except some extreme or new sports such as snow boarding or water skiing) while watching television, playing video games and reading comics fall into the modern category.

Most modern activities could not been done in earlier historical periods due to the lack of technologies we take for granted. It would be pretty difficult to surf the net in a time when the world was considered flat. Water skiing wasn't possible until motorised boats became popular. Comics may not seem very hi-tech but they do require mass production printing presses that weren't popularised until the early twentieth century. Standing at the brink of the new millennium, you may think that comics are out dated kids' fluff best left to the fifties, when mankind was yet to actually make any kind of progress in exploring outer space. These days all most people want is to be set up with a PlayStation and order out for pizza but if it wasn't for comics we never would have had our favourite cultural icons, Superman and Batman.



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An Interview Tetsuya Nomura



Switching from character designer to game director has its perks. "I want to assemble the best team leaders from all the sections, so I don't have to do anything!" jokes Square's Tetsuya Nomura on his latest PS2 project. "It's the busiest time for me at the moment, selecting the team members. But once it's all decided, everything will be smooth sailing. I can tell them 'I trust you. You can do as you like!'"

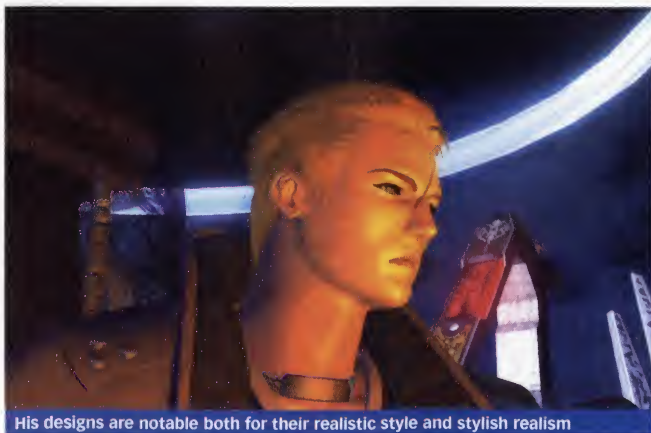
Funny and affable, he's taken some time out from planning Disney All Stars, the landmark collaboration with Disney Interactive. "We want to make a revolutionary game," he says. "There's really no concrete ideas yet, we're just brainstorming at the moment and seeing how Disney respond to our ideas." One of which is a game with the frenetic pace of a Hong Kong action movie. Nothing's been confirmed yet, but Nomura promises something special.

With a smile, he adds "I'm involved with the project as director. Disney's world already has many characters, but I'm also a character designer. So you can imagine that something's going to happen...but I can't say what."

"I like Western animation, which is why I'm doing the Disney game," he says. "When I was in America I bought lots of goods. Nickelodeon stuff, Disney character sculptures, Hellboy comics as well as videos, though I can't understand them."

"There's many [animated] works I'm inspired by, but I couldn't really name one. I tried to list my favorites, but when it reached 100, I thought I should stop! Though if I had to recommend an anime lately, I'd choose Cowboy Bebop. It's a good one for older audiences."

Born in 1970, Nomura joined Square in 1991 and has since created popular characters from games such as Final Fantasy VII and VIII as well as both Parasite Eve titles. A self confessed fan of acclaimed artist and anime/game designer Yoshitaka Amano, Nomura didn't discover the artist's work until he started working as a freelancer. "Well, I was very young, so I didn't really know that Mr Amano worked on those classic shows [such as Battle of the Planets, aka



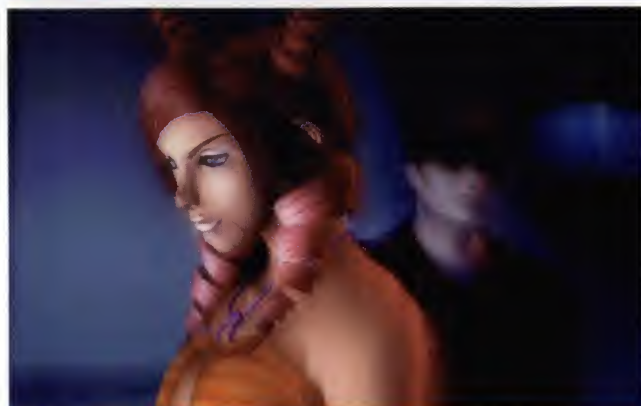
His designs are notable both for their realistic style and stylish realism



There's no escaping his attention to detail



Parasite Eve 2 - Scary, freaky



The Bouncer - Loopy, sexy



Final Fantasy VIII - Chunky, fruity



Gatchaman]. I actually lived in a rural area, so animation wasn't really broadcast. But later on when I saw his character designs I was impressed, especially with Casshan."

So what's it like to work with Amano? "I actually haven't had that many occasions to meet him," he admits. "When we first met, Mr Amano did all the talking, he didn't mention much about Final Fantasy, more about other work he's doing. I'd nod and say 'yes, yes...'"

Asked about how he approaches his work, Nomura remarks that "it's hard to draw from your ideas and create a finished character on paper: there might be some things that are difficult to express. It really depends on what kind of character I'm working on. Sometimes I can base characters on people I see in movies or other media, but basically I start from scratch, because they have to fit within the story's setting."

He continues that the different character styles of the last two Final Fantasy installments have been a deliberate evolutionary process. "At





Another member of the trenchcoat mafia



He seems to like the pointy chins



Not to mention the designer underwear

the time of VII we already had a rough idea of how we were going to do the cast of the next game. Everybody wanted to create something more realistic at the time, but we had to be patient and introduce the style gradually."

"In Final Fantasy VI, the characters were super deformed. If we'd changed them to a very realistic style for the next release, it would have been too drastic a difference: the producer didn't want that. So you can think of Final Fantasy VII's character style as a cushion, leading up to VIII."

Meticulous research is paid to his character's costumes, but not from what you would expect. "Everything, no matter what setting and style, is inspired from fashion magazines," he says. "Ninja, military, the whole lot. There's many magazines lying around the office and I also browse through the racks at convenience stores; there's always some style that can be used."

"I think my style is like a rearrangement of



medieval or historical costumes, updated into a contemporary look with my own expression thrown in. In many other games there's original design works based on the same things, but I don't like the ones where costume designs are too exaggerated, same with anime." Fittingly, he cites Baz Luhrmann's update of Romeo and Juliet and Mel Gibson's Braveheart as two of his favorite movies.

Just don't suggest that he's influenced by the local pop scene. "Pop idols like the members of Glay don't inspire me...they've copied Squall's fashion!" he laughs.

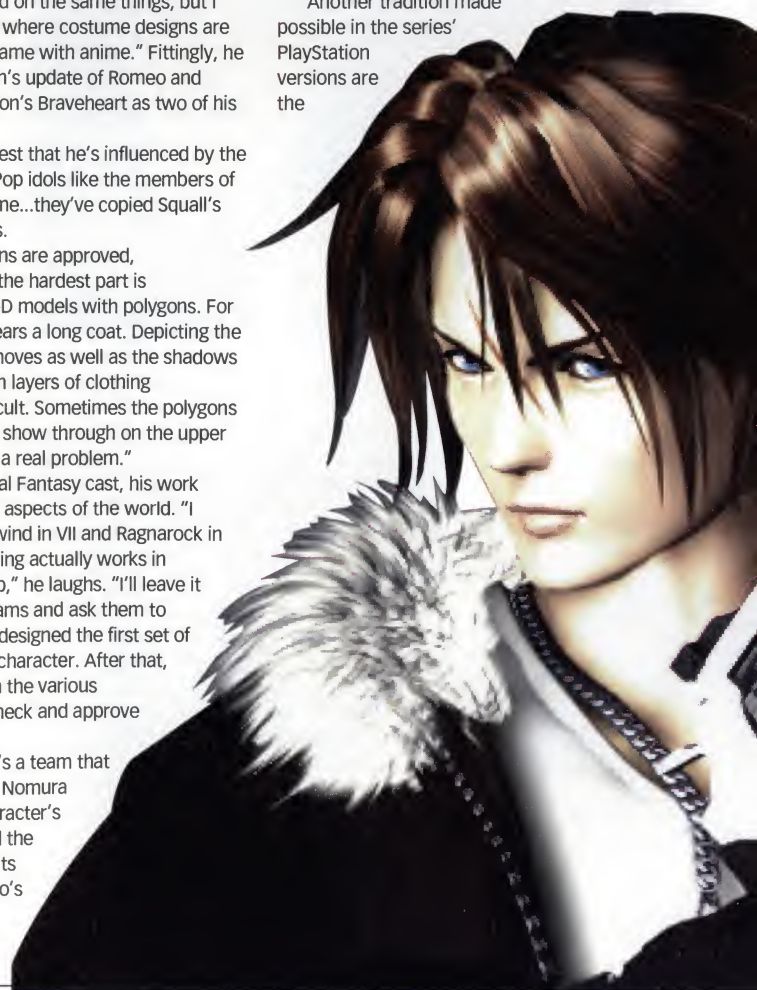
Once the designs are approved, Nomura explains "the hardest part is constructing the 3-D models with polygons. For example, Seifer wears a long coat. Depicting the way the material moves as well as the shadows and space between layers of clothing realistically, is difficult. Sometimes the polygons of the lower layers show through on the upper layers, that's been a real problem."

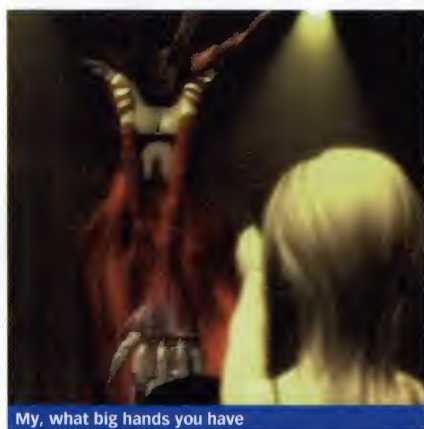
Beyond the Final Fantasy cast, his work incorporated other aspects of the world. "I designed the Highwind in VII and Ragnarock in VIII. Whether anything actually works in reality is not my job," he laughs. "I'll leave it to the technical teams and ask them to 'make it fly!' I also designed the first set of weapons for each character. After that, other staff work on the various upgrades and I'll check and approve them."

Although there's a team that creates the magic, Nomura worked on the character's special attacks and the Guardian Forces. "Its originally Mr Amano's vision after all: he established the

worlds of the first three Final Fantasy games. I expand on his ideas, add some of my own and carry on the tradition."

Another tradition made possible in the series' PlayStation versions are the





My, what big hands you have



I still don't get those gun-blade-things...

spectacular movie sequences. "There's several people including myself involved with the storyboarding. I worked on the scenes where my characters are involved, like the opening, party and ending. I guided the CG team, making suggestions and adjusted the character's movement or facial expressions."

"I didn't study anything," he says, about how he approached the camerawork and editing style. "It's just all from my imagination; I just kept working on it and discarded ideas I didn't like as I went along. There was a lot of thinking and drawing. Sometimes I'd come up with the final scene first and I'd have to work in reverse. The opening was actually much longer to start with and it became a process of elimination, cutting out what I felt wasn't essential."

And his favourite part of the creative process? "It doesn't apply to all games, but I really enjoyed working on the motion capture for the FF VIII movies. We auditioned young actors to act out scenes, for motion data which we'd apply to the game characters. FF VIII was the first game where we did this. The Gunblade duel was considerably troublesome. There's actually two people in charge of a character; one to act out dramatic or romantic scenes and facial expressions. We also hired martial arts specialists for the fight scenes, they're usually instructors on Japanese period dramas."

"When I described the scenario to them, they complained, saying 'no...you can't fight like that!'" Nomura says, laughing. "In the end, they listened to my directions because I explained that I was after visual impact. Still, the problem was they were middle aged professionals, so their action reflected the traditional style of period drama battles, very different to the two young guys fighting it out in the opening! We did many retakes and ended up hiring a younger

group of professionals. We originally had in mind a very refined style of fighting, but we discovered it didn't have to be that refined!"

"We also made many 1/1 scale Gunblades to achieve the most realistic motion capture possible," he continues, "but it became a really expensive process. The first one cost about 100,000 yen, but it was too heavy and couldn't be wielded for a long time. It was made of wood. For the second one we used aluminium; it was a lot lighter, but it was also dangerous to use! We made so many prototypes, but barely used them at all. They broke easily and the way they had to be held, like a gun, combined with their weight wasn't suitable for the actor's hands and wrists. We ended up using bamboo kendo sticks!"

Spectacular, but for a completely different reason is the Japanese television ad for Parasite Eve 2: a slow motion shower scene of Aya, the main character. "It was the producer, Mr Hirata's idea," Nomura explains. "Because the main theme of Parasite Eve 2 is quite erotic. It was quite popular. I was impressed with how real it looked; even the final shot of water flowing down the drain was erotic!"

Working on the first game highlighted some differences between Japanese and western character design styles. "We went to LA to develop together with American staff," he says. "We'd felt that Aya was more realistic than characters we've created for other games, but the US staff didn't think so. When they drew Aya, the Japanese staff thought that she was looking more and more American style."

"Overseas characters tend to be more

realistic, something like the

features of characters in American comics. Whereas for impact, Japanese designs are

more stylised or done in the super deformed style. The SD style can still be a complicated look with lots of linework, but the American approach to that style is usually a process of simplifying characters."

When asked about his thoughts on the PS2 he remarks "of course more things that can be done in real time, without the need to rely on movie sequences so much. They may not be as detailed as the movie scenes, but realtime is the important point; we can make them longer. But there's still room for improvement. What I have in mind is still a little beyond the PS2's capabilities: I'd like to be able to achieve true CG quality graphics and facial realism, in real time, during the actual gameplay."

Soon to be released is The Bouncer on PS2, an 'action movie' fighting game that arguably features Nomura's best work to date. "I've designed many characters for different games, but I've enjoyed The Bouncer the most," he says. "Colleagues have

also complimented me about the work I've done on it. I haven't been involved with fighting games before, so it's been a big challenge. I didn't have to be so concerned about the setting and could focus on the characters. Of course, each of them have a backstory which I must pay attention to, but in RPGs I needed to work within parameters created by the story and setting."

"For fighting games, the main point is creating characters with impact. They must be attractive, so it's been a very free and fun experience."

Amos Wong

Many thanks to Ayako Kawamoto and Maria Takako Enomoto for interpreting.



PS2 the countdown begins

QUAKE III ARENA

Who's up for a fragfest?

PS2 FACTS

- Publisher
EA
- Developer
EA
- Genre
First Person Shooter
- Release Date
TBA
- Players
TBA

PROGRESS REPORT

Positive Points

- ◆ Instant gratification
- ◆ Amazing graphics
- ◆ Excellent pedigree

Negative Points

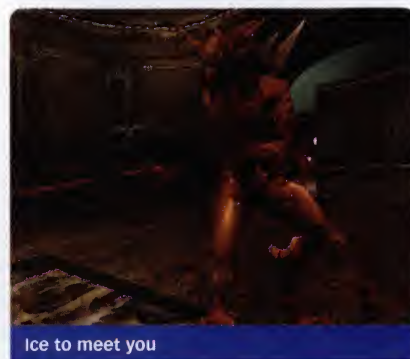
- ◆ Full scope of PC experience may not be possible on the PS2



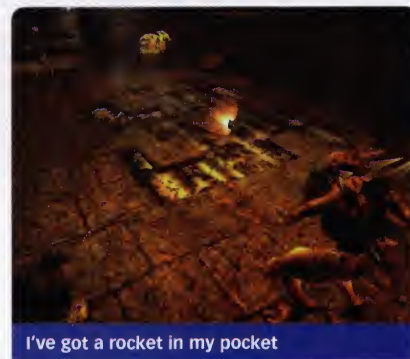
Make way for the skull mop patrol



Nice level. Lots of... space



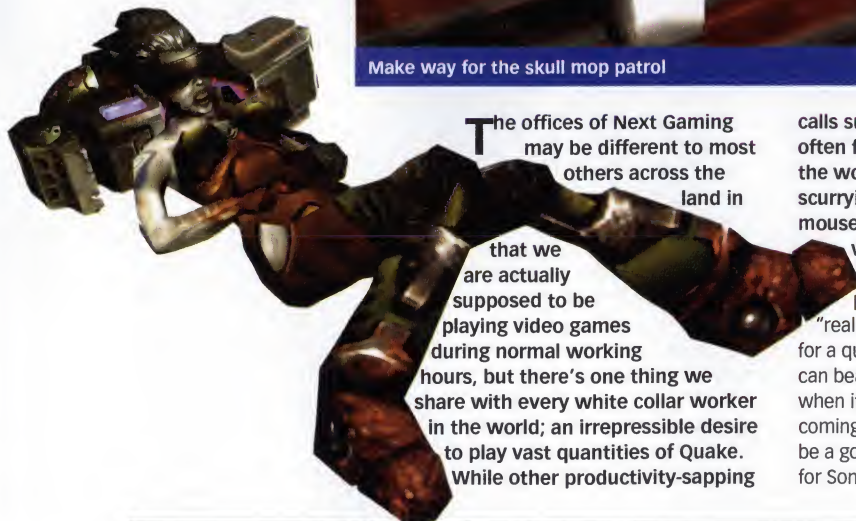
Ice to meet you



I've got a rocket in my pocket



Let's see that again...



The offices of Next Gaming may be different to most others across the land in that we are actually supposed to be playing video games during normal working hours, but there's one thing we share with every white collar worker in the world; an irrepressible desire to play vast quantities of Quake. While other productivity-sapping

calls such as coffee and durry breaks will often fall on deaf ears, the mere utterance of the word "Quake" is enough to send us scurrying for the fastest PC available, our mouse hands twitching uncontrollably until we've rocket-jumped our fill.

Maybe all the online gamers are playing Counterstrike or some other "realistic" patch for their favourite shooter, but for a quick burst of no-nonsense biff, nothing can beat the simplicity of Quake III Arena. So when it was recently announced that Q3A was coming to the PlayStation 2, it was deemed to be a good thing, possibly spelling out a flagship for Sony's as-yet nebulous plans for internet

gaming on its soon to be released console.

Q3A is a landmark in gaming for several reasons. As a first person shooter, it was the first to embrace network or online play as its primary gaming mode. While Quake 1 and 2 saddled the much more valuable online side of things with traditional level-based single player games, Q3A did away with this nonsense. By concentrating on the tenets of multiplayer



I guess they made up in the end



The deadly plasma crotch shot



gaming. Id software managed to make a product now synonymous with PC entertainment.

Converting this modern classic to the PS2 will not be easy. The system architecture of the PS2 differs significantly from that of the PC; the development team will have to think long and hard about how to make a square peg fit into a round hole. Making the Dreamcast version was simply a matter of scaling back resolution, colour, ping times and so forth, because the PC and the DC have very similar design philosophies, but the PS2 will require special treatment.

Then there's the matter of "modding." Q3A for the PC was designed in a modular fashion, so that dedicated players could design their own levels, or create their own character models. Here at Next we'll often play a few rounds as Bender from Futurama, or Rei from Evangelion.

Thanks to dedicated Quake fans it's even possible to play as a Dalek! But will modding the PS2 version be just as easy? Will you need the hard drive add-on, or will a memory card suffice? Will the game come with an editor, or will we have to wait for some Norwegian to hack one together for us?

Another major concern hanging over the PS2 version is speed of online play. Home gamers who wish to play Q3A on their Dreamcasts find themselves out of their league when playing against ordinary PC gamers due to the significant difference in access times. Then there's the matter of control; PS2 users had better pray for mouse support for Q3A, because if they try and play it with a Dual Shock PC gamers will blow them away.

Sure, many problems will face Q3A on the

PS2. Many are already taking smug satisfaction in declaring the conversion impossible. But there is so much potential to succeed that one can't help but get excited. In its original form, Q3A was the perfect vision of gladiatorial combat, a visceral and timeless piece of gaming lore that looked good and sounded great. On the PS2 we will see the Quake legend leave the office and enter the mainstream, the living rooms of the world. It's only a matter of time before they're filled with bloody gibbs and shrieks of delight.





RAYMAN REVOLUTION

Did somebody say magic mushrooms?

PS2 FACTS

- Publisher
Ubi Soft
- Developer
Ubi Soft
- Genre
Platformer
- Release Date
December 2000
- Players
One

PROGRESS REPORT

- Positive Points
- ◆ Amazing graphics
 - ◆ Finely balanced gameplay
- Negative Points
- ◆ Not likely to break new ground



There's a pattern common to all the games we're dying for on the PS2; they've been delayed by intolerable periods of time. Many titles that we've especially baited our breath for have slipped past launch, or worse yet, past the crucial Christmas period. Once a game misses one Christmas, your typical game software publisher is quite happy to let it slip until the next one. The exception to this dire state of affairs is Ubi Soft, who are still on track to have their flagship PS2 title on store shelves in December, just in time for the world's favourite pagan merchandise festival.

Rayman Revolution is a new and improved version of Rayman 2, but to describe it as such isn't doing it justice. Just as Rayman 2 squeezed every last drop of graphical power out of the Dreamcast, the N64, and even the aging PSX, Rayman Revolution is wringing out of the PS2 an ideal realisation of its potential, and you can expect it to be the most common game running in store windows from November 30, luring passing shoppers towards the future of computer graphics.

The plot and setting is to be much the same as in Rayman 2, i.e. Rayman's magical fantasy kingdom is being overrun by nasty pirates, and Rayman must free his buddies, gather vast



Take that!



And that!

quantities of cosmic energy scattered about the map, and punch every pirate he finds square on the jaw. The mode of play is also to be the same as in Rayman 2, a finely tuned 3D platformer with 3rd/1st person perspective and intuitive controls.

But where things are set to differ is in the freedom of movement available. The levels in Rayman 2 were linear, with a clear path before you at all times. But in Rayman Revolution, the full scope of Rayman's fantasy world is set to open up. The emphasis will shift from constantly jumping through hoops to exploring vast levels, and using your faculties in other ways, such as by solving elaborate puzzles, or by getting involved in large scale melee with multiple



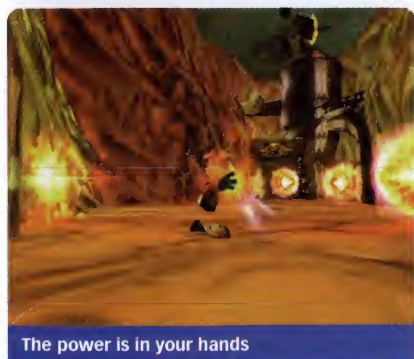
Here we see Rayman skulking about



The remains of a dino... fish



What are they doing? Who nose



The power is in your hands



Don't be cagey, go out and buy it!

pirates at a time.

Long time Rayman fans will be familiar with the concept of "power-ups," by which Rayman is granted new abilities and attacks as one makes progress. This feature is set to return. We can also look forward to the exotic flora and fauna of his home planet/dimension, always a favourite. Not only is this going to be the only platform game at the PS2 launch, it's also set to be the most surreal.

It's refreshing to see that in a world where everyone is saying what can't be done on the

PS2, one development team is forging ahead and showing just what can be done. And what they've done is incredible. If you can't afford a PlayStation 2 just yet, then Rayman has some more affordable adventures available on the PSX, but Rayman Revolution could just yet be the "killer app" that frees up some of those funds you otherwise would have squandered on rent and food.

Everyone else may be telling you to wait, but Rayman's message is that the revolution is NOW.





MDK ARMAGEDDON

Sure to appeal to all the pointy-headed gamers out there

PS2 FACTS

- Publisher
TBA
- Developer
BioWare
- Genre
First Person Shooter
- Release Date
TBA
- Players
One

PROGRESS REPORT

Positive Points

- ◆ Very stylish
- ◆ You get to wear a pointy hat

Negative Points

- ◆ Control could be an issue



A couple of years back MDK took the PC world by storm, and for quantifiably good reasons. For a start, the game was a first person shooter that introduced innovative new control elements, and thus tapped into the vast potential market of FPS fans who were sick to death of the same old FPSs. Secondly, it was set in a brooding, creepy and surreal environment which appealed to gamers who were sick of the real world. Third, and most importantly, the hero of the game wore a



This dog is hardly armless



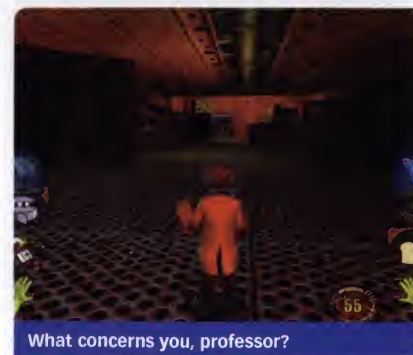
...as you can see



That's a "ribbon chute" on his back

very strange pointy helmet that made him look like some kind of space insect. This represented a breakthrough in game hat technology, only to be topped by the even pointier hat in MDK2.

Now that Sony has produced a mass-market video game console capable of bringing the MDK world to life, BioWare are going ahead with MDK Armageddon for the PS2. Little is known of the product yet, other than it will surpass the watermark left by MDK2, and give the player more levels, more weapons, and more action. You'll be able to play as either Kurt Hectic, the pointy-helmeted hero, or the cyborg dog Max, who looks even sillier, if you can imagine that. There will be ten levels, and if you've seen the size of an MDK level then you'll know we're in for an expansive frag-fest; it's common in the game to snipe at enemies up to



What concerns you, professor?

hundred of metres away.

As for the plot, aliens are invading, and we have to kill them. That's about it. More about this quirky shooter when it comes to light.



STAR WARS: STAR FIGHTER

The force is strong with this one

PS2 FACTS

■ Publisher	TBA
■ Developer	LucasArts
■ Genre	Shooter
■ Release Date	TBA
■ Players	One

PROGRESS REPORT

Positive Points

- ◆ Huge levels
- ◆ Stacks of action

Negative Points

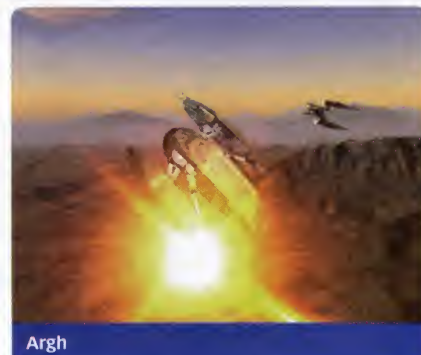
- ◆ It could yet suck



PlayStation owners have had every right so far to feel shortchanged by LucasArts. From the ordinary action of *The Phantom Menace*, to the jump-intensive frustration of *Jedi Power Battles* and the cancelled *Pod Racer*, the PSX community has had to sit idly by while PC and N64 owners got to indulge



I wonder what the ball's for



Argh



Hmmm... just like Begger's Canyon back home

in the likes of *Racer* and *Rogue Squadron*. Well, no longer. Soon after the launch of the PS2, *Star Wars* fans can look forward to a space shooter that is gearing up to push back the technical and visceral limits of the PS2.

Set in the universe of Episode One, *Starfighter* will thankfully bypass the more tedious characters and situations available, instead focussing on the lives and adventures of three young pilots in the Naboo volunteer defence force. The gameplay is set to be somewhere between the simulation-like realism of the *X-Wing* and *Tie Fighter* PC games and the arcade-like unreality of *Rogue Squadron*, providing an experience similar to *Colony Wars*, but with greatly improved graphics.

The action will take place across myriad different environments, from your stock standard single terrain type planets that *Star Wars* fans are familiar with (ice world, lava

world, asteroid etc) to the cold void of space, and vast orbital structures. The levels are enormous, and while invisible boundaries to them exist, it would take a determined effort on the part of the player to find them.

It looks like fans of *Star Wars* and space combat alike won't have long to wait for something to sate their special needs.



DARK CLOUD

Now you can build your own castle in the sky

PS2 FACTS

■ Publisher
Sony

■ Developer
SCE

■ Genre
RPG/Strategy

■ Release Date
TBA

■ Players
One

PROGRESS REPORT

Positive Points

- ◆ Innovative game design
- ◆ Vast powers at player's disposal

Negative Points

- ◆ Still a long way off
- ◆ Unproven genre



Gonna paint that wagon...



Their fault for not using a sword chain



You all have to think for yourselves!

This was one of the first titles Sony unveiled when it was showing off the PS2 hardware, even before we knew what the new console would look like. An ambitious RPG of some kind, Dark Cloud blew away all who spied the brief video snippets of it on show.

Now more info has come to light about this unique title. The hero, played by you, is in charge of some kind of giant floating island, a huge square piece of gravity-defying real estate. In the course of the game you can edit this terrain, then interact with it in real time. You can add villages, roads, bridges, and even natural terrain features like volcanoes and forests. The objective is to pilot this floating island home, and to do so you must on occasion venture down to the surface to interact with the townsfolk and gain information and allies. It's hard to describe, but the game seems to combine the best

elements of Zelda and Sim City in a totally unique adventure game/god sim. From your ivory tower, as it were, you must displace an evil empire through courageous deeds and superior civil engineering.

Dark Cloud is one of the games we've been waiting for the longest, and we've got a lot longer to wait as well. There isn't even a rough release date for this title, but judging by how much of the game is complete, it would be safe to place it at mid next year.





RED FACTION

Get your arse to Mars... Get your arse to Mars...

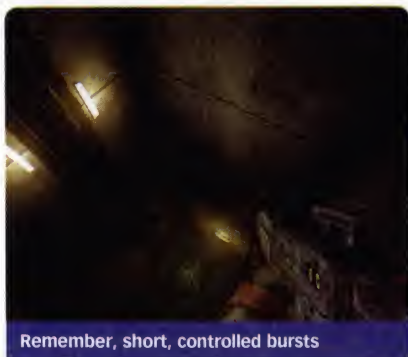
PS2 FACTS

- Publisher
THQ
- Developer
Volition
- Genre
First Person Shooter
- Release Date
TBA
- Players
TBA

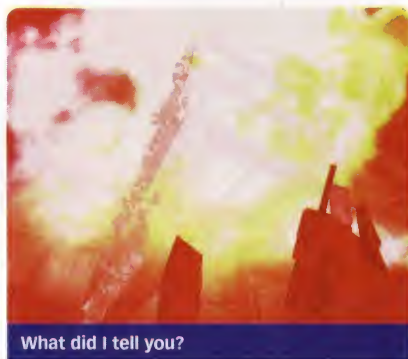
PROGRESS REPORT

Positive Points
◆ Ground-breaking game engine
◆ Groovy weapons and effects

Negative Points
◆ Multi-player may be too hard to implement



Remember, short, controlled bursts



What did I tell you?



They gonna kick somebody's ass



You want some? Okay! You want some too?

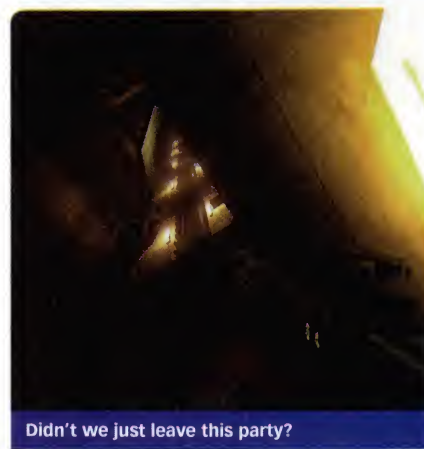
It looks like First Person Shooter fans won't be left out in the cold if they invest their hopes and cash in the PS2, as there's a good handful of quality titles on their way. While Quake 3 Arena is still a long way off, Timesplitters and Unreal Tournament are just around the corner, and lying somewhere in between them is Red Faction. In development by the same team making Summoner, it's set to make its own mark on the world of quality shooting games.

Red Faction will incorporate a fully deformable terrain engine, that is, everything in the game can be blown up, punctured, ruptured or otherwise destroyed if enough explosive force is applied. And at this stage it looks like there'll be plenty of explosive force to go around. For instance, the rocket launcher you can pick up in the course of the game will have an X-ray sight installed on it, so you can see if someone is hiding behind a wall, and target your over-powered weapon accordingly.

It will also be possible to take control of vehicles, be they for land, sea or air, and use more powerful weapons still. It looks like all these features won't just be for show, but the level design and overall philosophy of the game will incorporate them with the aim of making something truly different. And given the choice between an original plot and original gameplay, would it not make sense to choose the latter? It seems that decision has been already made, anyway. The object of the game is to overthrow an evil exploitative corporation that treats its workers on Mars poorly. Sounds kind of familiar...



It's the money or the gun



Didn't we just leave this party?

SSX

Air that's twice as big as you can imagine

PS2 FACTS

■ Publisher
EA

■ Developer
EA Canada

■ Genre
Snowboarding

■ Release Date
December 2000

■ Players
One

PROGRESS REPORT

Positive Points

- ◆ Staggering level of graphical detail
- ◆ Most original of its type in ages

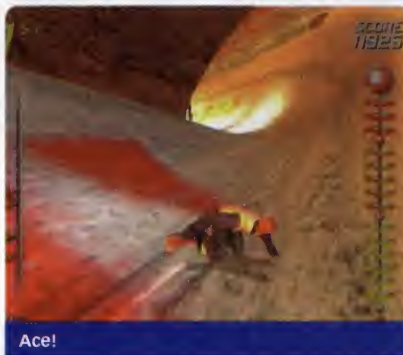
Negative Points

- ◆ We can't think of any



Snowboarding games for the PlayStation have been getting steadily worse over time, to the point where a new addition to the genre elicits little more than a groan from anyone who's witnessed this appalling decline. It comes then as both a surprise and a delight that EA are bringing out a snowboarding game that's totally over the top, perhaps finally bringing the dream world of the Pepsi Max adverts to life.

Super Snow Cross, or SSX for short, breaks new ground in the realism stakes by applying established snowboarding physics that do not and could not exist. By this I don't mean boarding down an otherwise normal but made-up hill, I mean pulling stunts inside a giant pinball machine. Or riding through a vast urban environment, ducking down snow-encrusted



subway tubes, or crashing through office blocks. No effort has been spared in the task of providing huge, fun-filled levels, even if they are patently ridiculous.

Also of note is the way audio is used to create effect. When you make a jump, the audio from the soundtrack drains away, leaving only the sound of air as it passes your boarder. Once you succeed in your stunt and reconnect with

the ground, the music returns, more enthusiastic than ever.

The tracks are bright and colourful, and one's style of play can be customised towards speed or agility, or a mixture of both. Everything is in place for instant gratification, and an instant hit for EA. SSX is over the top, larger than life, and better than average. In short, this is one we can't wait to review.



zoe

Angst, the final frontier

PS2 FACTS

- **Publisher**
Ozisoft
- **Developer**
Konami
- **Genre**
Mech Combat
- **Release Date**
December 2000
- **Players**
One

PROGRESS REPORT

- Positive Points**
 - ◆ Amazing design work
 - ◆ Frantic action
- Negative Points**
 - ◆ A little clichéd



Konami have got more on the boil than Metal Gear Solid 2, and if you want proof then take a look at these screen shots for Zone Of the Enders, a visually overwhelming mech combat game on the verge of completion. It takes place in the distant future, and is a coming-of-age drama set against a backdrop of interplanetary conflict.

The weapon of choice is the "orbital frame," which is just another cunning Japanese term for "giant robot."

The action takes place in a huge space colony orbiting Jupiter, a strategically valuable target as far as Mars is concerned, who set about conquering it forthwith. The object of their desire is soon identified to be an advanced new giant robot that through some bizarre twist of fate is destined to be piloted by a troubled and introverted 14 year old boy.

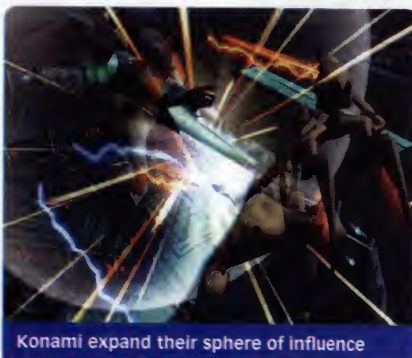
At first this may just seem like a massive rip off of Gundam and Evangelion, it's worth noting that this game has a couple of other things going for it. First, it's being developed by an all-star cast, headed up by Hideo Kojima, the legendary game designer behind



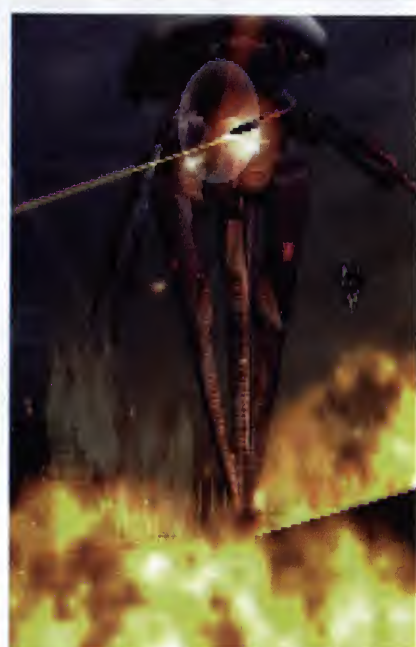
Looks like you have a gas problem



Mind if we shoot through?



Konami expand their sphere of influence



Metal Gear Solid.

Second, it looks like it'll actually be quite entertaining. The pace of action in-game is quite frantic, with huge surreal-looking mechs doing deadly battle in huge, surreal looking expanses of futuristic real estate. Fans of the arcade hit Virtual On should go nuts over this one, as should anybody who likes an action game with at least as much fiction as science. Oh, and did we mention the hot babes in spandex?

SHIN SANGOKUMUSOU

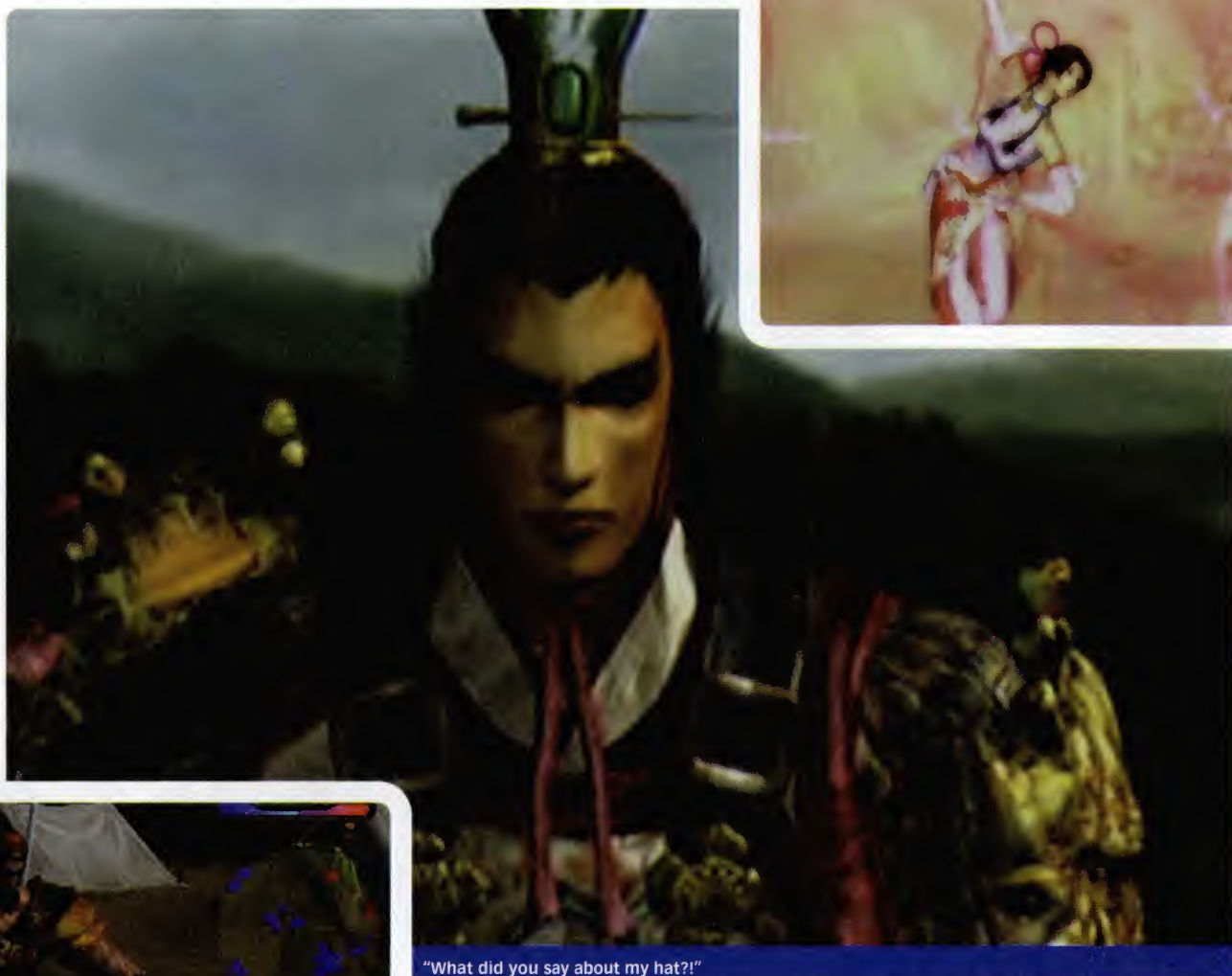
"Born from an egg on a mountain top..."

PS2 FACTS

- Publisher
Koel
- Developer
Koel
- Genre
Fighting
- Release Date
TBA
- Expectations
Golden Axe 3D, with lots and lots of people to kill.

ALTERNATIVES

- Bushido Blade 2
(Squaresoft)



"What did you say about my hat?!"



This man has a firm grip on his pole

Better-known to the Western gaming community under the Dynasty Warriors franchise, Shin Sangokumusou is the latest installment in the series to continue the popular Chinese tale of the Three Kingdoms; and the follow-up to the PlayStation 2's first strategy game, Kessen. This time, however, instead of taking a bird's eye view of the feudal Chinese warfare, you're right in the thick of it.

Players can select one of three characters from the three clans and take part in five historic battles. Each character possesses different advantages in terms of strength, mobility, and weapon choice - their stats in the



He's doing something suss with his pole



I guess he lost his head over something

menu screen unfortunately don't reveal these differences, so you have to try them all to see which you like better.

PRIMAL CHAOS REIGNS SUPREME

Eleven levels for an entire game doesn't sound like much until you understand its scale. Each level takes place on an expansive block of land containing hills, mountains, cliff faces, fortress walls, guard towers, and military encampments, all through a series of complex

interconnecting paths. To run from one end of a level to the opposite end, taking the fastest possible route and without fighting anyone, can take a good 4 minutes.

HUMAN WAVE TACTICS

Standing between you and the big boss character at the other end are a couple thousand enemy soldiers. I kid you not on the numbers: travelling in a straight line alone can see you rack up a 700+ kill-count, and that only



PS2
FEATURES

Memory Card

Single Player

Dual Shock
Compatible

This game is looking better all the time

covers a tiny fraction of the map. As the army from your own side makes offensive advances on several other fronts, it's your job to play a pivotal role in the outcome of the battle by unclogging the main bottlenecks and taking out the enemy leaders.

Of course, you can be a coward about the whole affair and remain amongst your fellow warriors - but it's a whole lot more fun to run past the frontline and clear the way to gain an offensive advantage. Fast progress will also improve your army's morale, and they'll fight with greater voracity and skill.

The catch is that you only get one life. An empty energy bar means death and an instant 'game over' with no continues. This places a greater focus on the need to survive and adds a degree of realism to the game, but without being so unforgiving as to have you playing in constant fear of being killed swiftly and unexpectedly. That only happens when you're fighting against one of the several mid-level bosses. The rest of them are relatively harmless, just as long as you keep an eye out for energy refills (which take the form of steamed pork buns).

MMM... STEAMING PORK BUNS...

The sensation of watching an avalanche of blade-wielding warriors running at you is breath-taking, much like watching Braveheart or the opening 10 minutes of Gladiator. You practically forget about the numbers being thrown around and the characters being rendered in real-time, and lose yourself in the frantic pace of the battle.

The attacking system comprises a jab, a sweep, and a "musou" special attack. There are around five basic combos you can pull off with the jab and sweep, not including some

flexibility for juggles; and the musou attack is basically there to wipe everyone out after you've charged up the meter.

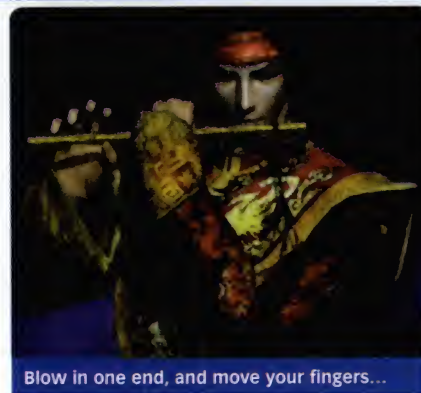
The combos look quite fantastic in action. With anywhere between 10 and 60 characters crowding around you, your blade will cut deep arcs through the enemy, with your final outward swing sending everyone immediately around you spinning backwards and hitting the wall. The beauty of it is that unlike, say, Bushido Blade, there is no collision detection against the walls or your own soldiers. That means you can really swing your weapon around with gay abandon.

REPETITIVE, IN A SAMEY KIND OF WAY

The only problem with this play mechanic is that it can become very repetitive. Missions can last a good 100 minutes (that's the time limit for each mission), and the 8 or 9 variations of the same attack you can come up with are likely to grow tiresome. Repetition is a fault that can be attributed to any scrolling fighter, so it's of some comfort that Koei should also include the ability to ride on a horse (and smash through the enemy lines) and a first person view that you can use to shoot arrows with your bow.

Shin Sangokumusou is an excellent showpiece for the PlayStation 2. Its mechanics as a fighting game have some problems here and there, but they don't detract from the immense scale of the game, which is its primary appeal. This is also one of the few games where it would be a waste of time to make technical comparisons of the game. Quite simply, no other system is capable of generating such an intense visual experience.

Kevin Cheung



Blow in one end, and move your fingers...

FULL SCALE WAR

Shin Sangokumusou isn't just a case of throwing a few thousand characters into a large environment. There is a very clear hierarchy amongst the soldiers such as escorts, imperial guards, generals, and so on. Most of

this becomes discernible when you break away from the main fight and go on a sightseeing trip. You could climb up to the top of the fortress wall and look down at the fighting. Off in the distance you can see a general sitting on his horse, co-ordinating his troops from afar. He'll usually be guarded by a small battalion. If you look up, you'll also notice strategically positioned watch towers, from which archers will be taking pot shots at you and your troops.

By taking out these key positions and personnel, you speed up the advancement process of your comrades. To spot these bottlenecks, all you have to do is look at your map. Once opened up, they'll make rapid progress to the next section and provide you with back-up, which comes in quite handy after the 300 soldiers you decided to take on by yourself actually start beating you within a shade of your life.



Australian
Station

GRAPHICS:	★★★★	Incredible numbers being thrown around. Fantastic atmosphere.
SOUND:	★★★	Thousands of warriors in 5.1 surround is amazing. Tacky music.
GAMEPLAY:	★★★	A tad monotonous, but never boring.
DIFFICULTY:	★★★★	Bloody hard, but you won't be able to stop yourself
LIFESPAN:	★★	Only hardcore fans will finish this with more than one character

89
PERCENT

ARMOURED CORE 2

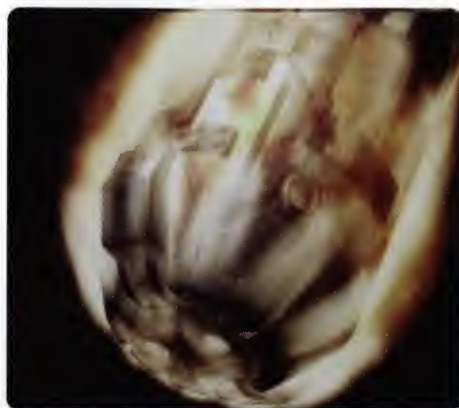
How hard is your core?

PS2 FACTS

- Publisher
From Software
- Developer
From Software
- Genre
Action
- Release Date
TBA
- Expectations
Mission-based mech simulation with lots of customisation

ALTERNATIVES

- Gun Griffon Blaze
(Game Arts)



Like a giant Cylon warrior...



It's a dog-eat-dog world in Earth's distant future. Technology and warfare are married, money equals power, and peace almost certainly comes through the barrel of a gun. A wealthy oil baron might feel pleased as punch with his bulletproof limousine and its accompanying parade of decoys and armoured escorts, but it all counts for jack when someone even wealthier drops a three-storey PPC-toting robot on his doorstep.

This is Armored Core 2, the sequel to From Software's sleeper hit from over two years ago. Players take the role of a pilot in the feared mercenary group, the Ravens, and hire out their skills to anyone with the money to pay for it. A large part of the fun is obviously in blasting any opposition to kingdom come. The other main attraction, however, comes in the preparation of your mech for battle. There's no such thing as coming over-dressed to battle, and the last thing you want to do is bring a knife to a gunfight.

BATTLETECH THE NEXT GENERATION

Starting out with an entry-level mech, you are equipped with a standard pulse rifle, a rocket

launcher with 24-rocket capacity, and a laser knife. Successful completions of commissioned jobs are rewarded with a big cash payouts - which can be used to purchase bigger, meaner ass-kicking parts and accessories. The game also rewards you for smart strategy and performance; part of your cash payment goes to repairing the damage to your mech and replenishing your ammunition, which need to be minimised if you want to make good progress.

Playing the missions for the first time will be a real treat for any fan of the series. At first, the game will look disappointingly like a high-res rehash of the PlayStation original. Missions typically take place in the cover of night, which hides much of the bland-looking mechanical structures that surround you. Get to the later stages, however, and the missions will have you cruising through complex canyon trenches and cityscapes packed with environmental effects like sandstorms, dust clouds, and fantastic real-time lighting effects.

Some of the weapons are also excellent to use. Never minding the process of deciding which weapon to use - they all have a decent mix of energy-based weapons, particle guns, and rocket launchers that can fire single shots,



PS2 FEATURES

- Memory Card
- Single Player
- Dual Shock Compatible

spread shots, compressed bursts, and so on. This kind of variety makes it possible to customise your mech's offensive capabilities for any kind of encounter - be it lobbing in rockets from a distance or roving in for a wetwork operation.

SEQUEL SYNDROME

Still, players will find it difficult to shake the undeniable feeling that it plays too much like the PlayStation original. This is attributable to the control interface, which is mostly identical to its predecessor. You still use the D-pad to navigate, and you still use the shoulder buttons to look up and down. Usually there's room to argue that if the original interface worked, then it should be retained for the sequel. In this case, however, the interface is retarded compared to every other third person perspective game in the market, which use infinitely more intuitive controls. Even Crossfire has better controls than AC2. It's a complete mystery why both analogue thumb-pads have been relegated to redundant

Extension controls when they would've served a much greater purpose for navigation and point-of-view controls.

Head back to the Raven headquarters, and you'll find a very familiar set-up screen. The cursor can be rotated around the screen to access the message board, the parts shop, the assembly bay, and the mission briefings. Most of the new options can be found in the assembly bay, where players can customise nearly triple the number of mech features from before. Arms, legs, torso, weapons, and main engines form the basic set-up. After that, you can alter the discreet components of your mech like thrusters, electrical systems, extensions, and so on.

ENGINEERING GRADUATES ONLY

These parts can't be put together at random, either. Engines and mech cores all have their electrical and weight limitations, which have to be balanced between every component. Certain weapons, for instance, will be too heavy for a

certain type of arm or engine to carry. They might also suck up too much energy or generate too much heat for the mech to run properly.

Weapon and parts compatibility is also not a black-and-white question of whether your mech can use something or not. You have to keep tabs on the numbers and be aware of how your mech operates. You might have your engines and electricals running at capacity, but your weapon might suck up so much energy that you have to wait a good 10 seconds before you can fire again. Get impatient, and the overload just might shut you down in the middle of a firefight.

As with the first game, the learning curve is a little steep, and it will take some time to master the mechanics of both the in-game action and mech preparation. However, whether this game will even appeal to Armored Core fans is debatable, no thanks to the unimaginative control scheme. On the up side, there is a split-screen versus mode and link-up versus mode, but you'd still wish for a four-player mode.

Kevin Cheung

Australian
Station

GRAPHICS:	★★★	Not a huge leap over the predecessor
SOUND:	★★★★	Excellent sound effects for explosions and grinding metal
GAMEPLAY:	★★★	Well structured in every department except the control system
DIFFICULTY:	★★	Preparation of your mech and knowing how is the only hard part
LIFESPAN:	★★★	Won't take long to finish the missions, not really worth replaying

80
PERCENT

CROSSFIRE

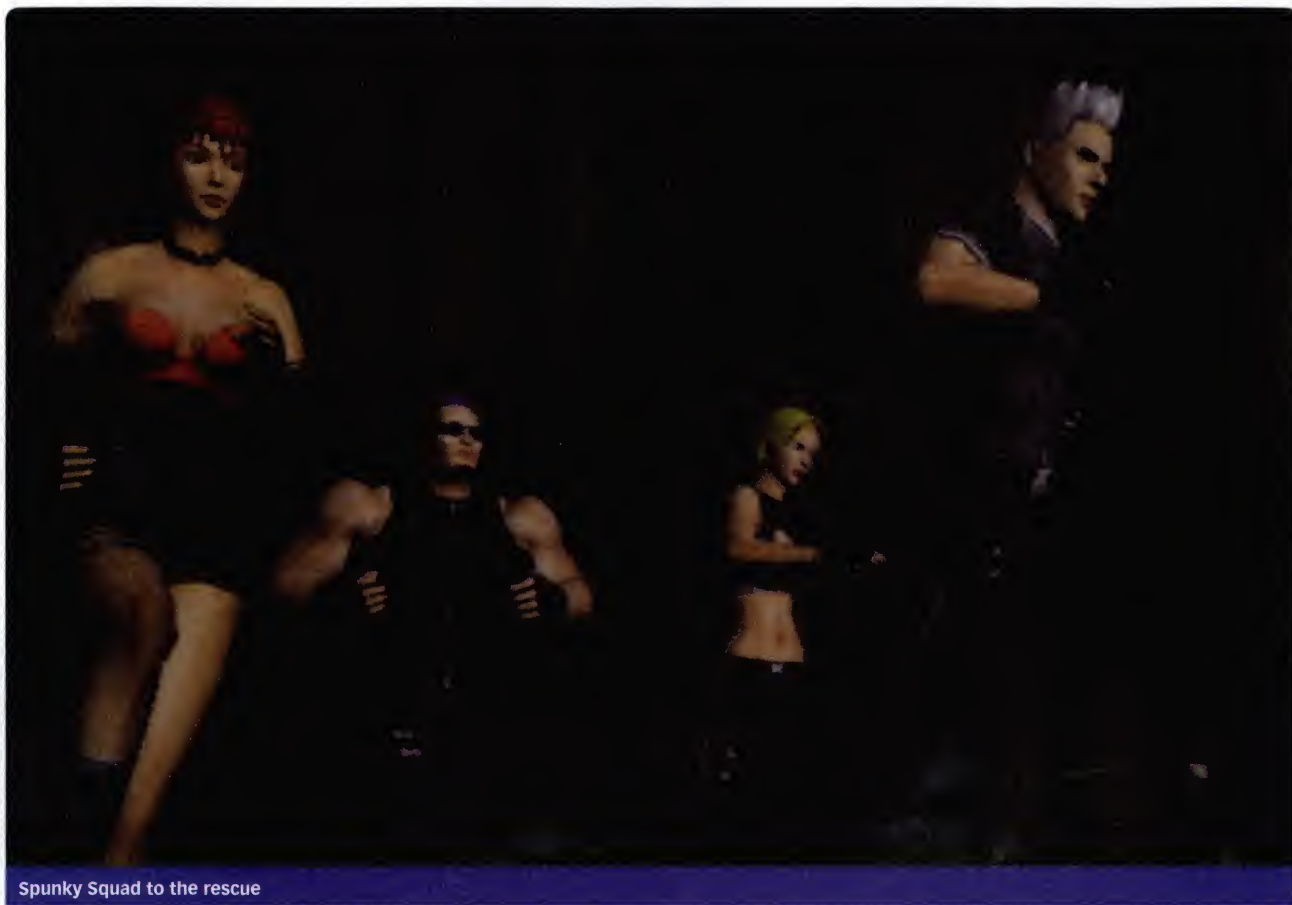
Sex appeal: The ultimate weapon against crime

PS2 FACTS

- Publisher
Electronic Arts
- Developer
Electronic Arts
- Genre
Action/Adventure
- Release Date
TBA
- Expectations
Tomb Raider but with more shooting

ALTERNATIVES

- Syphon Filter 2
(Sony)



Spunky Squad to the rescue

Crossfire deserves attention for a number of reasons. Firstly, it's an original title. Secondly, it's an action game. Considering all the sequels and anime-heavy mech games and simulations that dominate the PlayStation 2's lineup of software, this is the first indication of what developers will produce in terms of making a mainstream gamer's game.

Crossfire focuses on four people in their twenties who form a futuristic military group. Their job is basically to neutralise any terrorist threat. You get to control the leader. The industrialist atmosphere is quite overpowering as you absorb the drab metal greys and almost cubist interior architecture - all designed to take your mind off the linearity of each level.

SHOCK CORRIDOR

For the most part, Electronic Arts have yielded to the temptation of turning the game into a monotonous corridor shooter. The controls are very obviously designed around it. Using the left analogue knob for general navigation and the right for moving the camera around (slowly), the action in Crossfire offers shades of Metal Gear Solid and Syphon Filter. You can sneak a peek around the corner of a wall and take a shot or two at any guards that may be standing around, and the X button lets you crouch over behind any cover.

The pace is broken up a little with a few open spaces for a good round of skirmishing. These areas are usually sprinkled liberally with barricades, power-ups, and danger spots (like oil barrels that detonate when fired upon) - which is good enough for a decent gunfight. The problem is that the controls - ie. peeking around the corner etc - are better suited to corridors than open spaces. This becomes obvious when you run up to whack one of the bad guys. You don't even get the half-baked Solid Snake combo - you just get a very slow and awkward animation of one punch or kick at a time. Performing John Woo-style jumps from behind a wall with guns-a-blazing is simply not feasible. In fact, jumping isn't even possible.

PLAIN JANE GAME

Some of the artistic choices are also fit to question: enemy guards look plain and nondescript. Make it to the end of level boss, though, and it's as though the developers said "Hell, let's just throw consistency out the window and make them look really flamboyant. Let's make this one a Nazi". This is in stark contrast to the heroes - all trim, buff, and sporting skin-tight outfits to show off their curves. Predictably, the female characters are exposing their legs, breasts, or midriffs. And they're useless too.

Misguided as Crossfire sounds, it's still a very

playable game. The controls are tight and the action is nicely scripted and executed. The game structure also bears many similarities to Doom for its focus on corridors, which is a break from the modern design mindset of connecting a series of open areas to each other.

AREN'T YOU TOO OLD FOR THIS?

The only true fault to be found in the design is that it's formulaic and cliché. You just run down the corridor, shoot anyone standing in the way, clear out the open spaces, and find the switch to open up the next section. The only remotely novel idea being offered in this game is the ability to co-ordinate the other members of your team. Sadly, poor AI squanders much of this potential, and you end up saving their arses more than you should.

The only thing left to provide any real variety is weapon selection. All up, there are 17 weapons you can use, ranging from bog-standard pistols and machine guns to flame throwers, grenade launchers, sniper rifles and a whomp-ass minigun. Experimenting with tactics for each weapon and seeing how differently they blow things up is reason in itself to keep going with the game.

Fun as it is to play, the reality is that there are already games with superior gameplay on technically inferior systems. One example is Syphon Filter. And at least you could jump in



Did we mention the camera angle function?

PS2 FEATURES

- Memory Card
- Single Player
- Dual Shock Compatible



One of Kraftwerk's earlier videos



"Is a boob tube wise on this mission?"

Syphon Filter. Crossfire is a classic case of B-grade game design with cutting edge graphics. By the time you get used to this standard of visuals, the game loses a lot of its appeal.

Still, Electronic Arts has time to tweak and improve the game for its Western launch. If a few more features can be added to the game (like a split-screen multiplayer mode), it just might be worth buying. As it stands now, however, it's very mediocre.

Kevin Cheung



"I think so"

meet the team

Name: Ash Grey Connors

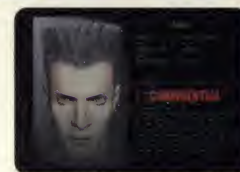
Age: 26

Height: 185cm

Weight: 82kg

Education: Stanford University

Team leader. All-rounder. Good with small to medium sized weapons.



Name: Maya Swanson

Age: 22

Height: 170cm

Weight: 60kg

Education: MIT

Team baby. Excellent mobility, weaker, provides good covering fire with sniper rifle.



Name: Judd Gazule

Age: 28

Height: 200cm

Weight: 100kg

Education: Notre Dame University

Team Beefcake. Strong, a bit slower, good with heavy munitions.



Name: Melinda Esteves

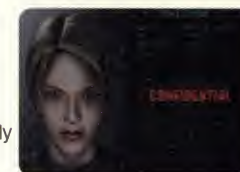
Age: 24

Height: 175cm

Weight: 65kg

Education: Chicago University

Team babe. Good all-rounder like Ash, only slightly more nimble.



Australian
Station

■ GRAPHICS:	★★★	Average by PS2 standards, character models are the high point.
■ SOUND:	★★★	Excellent sound effects. Great weapons-fire effects.
■ GAMEPLAY:	★★	Limited. Not enough moves or options to liven up the action.
■ DIFFICULTY:	★★	Very formulaic, hardly the hardest game you'll ever clock
■ LIFESPAN:	★★	Strict linearity and limited gameplay means less replay value.

78
PERCENT

PS2 Release Schedule

The following list should answer a few of your questions about the software lineup for the PlayStation 2. Titles marked launch should be available on or just after November 30 this year. Please note that this list is not final, as some titles may slip in or out without notice. This list will become more refined as the launch date approaches, and Sony have promised that we'll have more than 40 games to choose from by the end of the year, which isn't bad.

GAME TITLE	GENRE	DEVELOPER	RELEASE
Armored Core 2	Action	Agetec	Launch
Dynasty Warriors 2	Action	Koei	Launch
Eternal Ring	RPG	Agetec	Launch
Evergrace	RPG	Agetec	Launch
FantaVision	Puzzle	SCEI	Launch
FIFA 2001 MLS	Soccer	EA	Launch
Fusion GT	Racing	Crave	Launch
Gauntlet: Dark Legacy	Action	Midway	Launch
Gradius III and IV	Shoot-em-up	Konami	Launch
International Track and Field	Sport	Konami	Launch
Kessen	Strategy	EA	Launch
Madden NFL 2001	Sport	EA	Launch
Midnight Club	Racing	Rockstar	Launch
Oni	Action	Bungie	Launch
Ridge Racer V	Racing	Namco	Launch
Silent Scope	Shooter	Konami	Launch
Smuggler's Run	Racing	Rockstar	Launch
SSX	Snowboarding	EA	Launch
Star Wars: Starfighter	Space Shooter	LucasArts	Launch
Street Fighter EX3	Fighting	Capcom	Launch
Summoner	RPG	THQ	Launch
Swing Away	Golf	EA	Launch
Tekken Tag Tournament	Fighting	Namco	Launch
TimeSplitters	First-Person Shooter	Eidos	Launch
The Getaway	Racing	Studio Soho	Launch
Theme Park World	Simulation	EA	Launch
Unreal Tournament	First-Person Shooter	Infogrames	Launch
X-Games Snowboarding	Snowboarding	Konami	Launch
X Squad	Action	EA	Launch
Army Men Air Attack 2	Action	3DO	Dec 2000
Army Men Sarge's Heroes 2	Action	3DO	Dec 2000
DOA2: Hardcore	Fighting	Tecmo	Dec 2000
Donald Duck The Quack Attack	Platform	Ubi Soft	Dec 2000
Drakan	Adventure	SCEE	Dec 2000
Dropship	Strategy	Psygnosis	Dec 2000
Extermination	Action	SCEI	Dec 2000
F1 2001	Racing	SCEE	Dec 2000
F1 Racing Championship	Racing	Ubi Soft	Dec 2000
Faceoff 2001	Sports	SCEA	Dec 2000
Final Four 2001	Sport	SCEA	Dec 2000
Gamebreaker 2001	Sport	SCEA	Dec 2000
Gameday 2001	Sport	SCEA	Dec 2000
Jungle Book	Adventure	Ubi Soft	Dec 2000
MDK: Armageddon	Action	Interplay	Dec 2000
MLS Soccer 2001	Soccer	Konami	Dec 2000
Moto GP	Racing	Namco	Dec 2000
National Hockey Night	Sport	Konami	Dec 2000
NBA 2Night	Basketball	Konami	Dec 2000
NBA Live 2001	Basketball	EA	Dec 2000
NFL Prime Time	Sport	Konami	Dec 2000
NHL 2001	Sport	EA	Dec 2000
Rayman Revolution	Platform	Ubi Soft	Dec 2000
Ready 2 Rumble 2	Fighting	Midway	Dec 2000
Reiselied	RPG	Konami	Dec 2000
Shootout 2001	Sports	SCEA	Dec 2000
The World Is Not Enough	Action	EA	Dec 2000
Warriors of Might and Magic	RPG	3DO	Dec 2000
WDL: Thundertanks	Action	3DO	Dec 2000
WCW 2000	Wrestling	EA	Dec 2000
Dinosaur	Adventure	Ubi Soft	2001
POD 2	Racing	Ubi Soft	2001
The Bouncer	Fighting	Square	2001
GT 2000	Racing	SCEA	Feb 2001
Wipeout Fusion	Racing	Psygnosis	March 2001
Munch's Oddysee	Adventure	Oddworld Inhabitants	June 2001
Metal Gear Solid 2	Action/Adventure	Konami	Late 2001



SONY PLAYSTATION

- 016 Asteroids
- 017 Auto Deconstruct
- 018 Azure Dreams
- 019 B Movie
- 020 Battle Arena Tosh 3
- 021 Battle Arena Tosh 2
- 022 Beast Wars
- 023 Bio Freaks
- 024 Blast Clamber
- 025 Blast Radius
- 026 Blastro
- 027 Blood Omen
- 028 Bloody Roar
- 029 Bomberman World
- 030 Brain Dead 13
- 031 Brigade
- 032 Bubsy 3D
- 033 Bushido Blade 2
- 034 Bust-a-groove
- 035 Bust-a-move 2
- 036 G. Contra Adventure
- 037 Capcom Gen 2
- 038 Capcom Gen 3
- 039 Cardinal Sin
- 040 Carl World Series
- 041 Circuit Breakers
- 042 Code Name Tenka
- 043 Colin McRae Rally
- 044 Colonisation
- 045 Colony Wars
- 046 Colony Wars: Vengeance
- 047 Command and Conquer
- 048 C&C Red Alert
- 049 Contra: Legacy of War
- 050 Cool Boarders 2
- 051 Cool Boarders 3
- 052 Courier Crisis
- 053 Crash Bandicoot
- 054 Crash Bandicoot 2
- 055 Crash Bandicoot 3
- 057 Croc Legend
- 058 Crusader No Remorse
- 059 Cybersled
- 060 Dark Forces
- 061 Dead or Alive
- 062 Death Trap Dungeon
- 063 Descent
- 064 Defcon 5
- 065 Destruction Derby 2
- 066 Diable
- 068 Dragon Seeds
- 069 Duke Nukem: Time to Kill
- 070 Duke Nukem: Meltdown
- 071 Dynamic Boxing
- 072 Elemental Gearbox
- 073 ESPN Extreme Games
- 074 Everybody's Gold
- 075 FIFA 98
- 076 FIFA 99
- 077 Fighting Force
- 078 Fighting Illusion: K1-Rev
- 079 Final Doom
- 080 Final Fantasy 7
- 081 Formula 1 97
- 082 Formula 1 98
- 083 Formula Karls
- 084 Forsaken
- 085 Frenzy
- 086 Future Cop LAPD
- 087 G Darius
- 088 G Police
- 089 Gex: Enter the Gecko
- 090 Ghost in the Shell
- 091 Gran Turismo
- 093 Grand Tour Racing
- 094 Guilty Gear
- 095 Heart of Darkness
- 096 Hot Shots Gold
- 097 L.S. Soccer Pro 98
- 098 Independence Day
- 099 Indy 500
- 100 J. McGrath Super x 98
- 102 Judge Dredd
- 103 K-1 Arena Fighters
- 104 Karero Deception
- 105 Klona
- 106 Knockout Kings
- 107 Krazy Ivan
- 108 Kula World
- 109 Libero Grande
- 110 M.K. 4
- 111 M.K. Mythologies
- 112 M.K. Trilogies
- 113 Madden NFL 99
- 114 Madden NFL 98
- 115 Mass Destruction
- 116 Max Force
- 117 MDK
- 118 Medevil
- 119 Megaman Legends
- 120 Marvel Vs Street Fighter
- 121 Metal Gear Solid
- 122 Metal Slug
- 123 Micro Machines V3
- 124 Monster Trucks
- 125 Moto Racer
- 126 Moto Racer 2
- 127 Moterhead
- 129 N2O - Nitrous Oxide
- 130 Nascar 98
- 132 NBA Live 98
- 133 NBS Live 99
- 134 NBA Shoot Out 98
- 135 Need for Speed 2
- 136 Need for Speed 3
- 137 NFL Blitz
- 138 NFL Gameday
- 139 NHL 98
- 140 NHL 99
- 141 NHL Face Off 98
- 142 NHL Powerplay
- 143 Ninja: Shadows
- 144 Nuclear Strike
- 145 O.D.T.
- 146 Oddworld: Abe's Exodus
- 147 Oddworld: Abe's Odd
- 148 One
- 149 Pandemonium
- 150 Pandemonium 2
- 151 Parasite Eve
- 152 Parappa the Rapper
- 153 Pit Fall 3d
- 154 Pocket Fighter
- 155 Porche Challenge
- 156 Poy Poy
- 157 Psybadeck
- 159 R-Types
- 160 Rally Cross
- 161 Rally Cross 2
- 166 Releaded
- 168 Resident Evil: DC
- 169 Ridge Racer Rev
- 170 Rival Schools
- 171 Riven: Sequel to Myst
- 172 Road Rash 3d
- 173 Rouge Trip: 2012
- 174 Running Wild
- 175 Scars
- 176 Shadow Master
- 177 Shane Warne Cricket
- 178 Side Pocket
- 179 Slim City 2000
- 180 Skull Monkeys
- 181 Small Soldiers
- 182 Smash Court 2
- 183 Soul Blade
- 184 Soviet Strike
- 185 Spice World
- 186 Spyro the Dragon
- 187 Star Wars: Master of Ter.
- 188 Steel Rain
- 189 Street Fighter Alpha 3
- 190 Street Fighter Coll 2
- 191 Street Fighter X-Alpha
- 192 Street Racer
- 194 Tekken 2
- 195 Tekken 3
- 196 Ten Pin Alley
- 197 Technu
- 198 Test Drive 4
- 199 Test Drive 5
- 200 Test Drive Off Road
- 201 Test Drive Off Road 2
- 202 Tetris Plus

- 203 The Fifth Element
- 204 The Lost World
- 205 The Unholy War
- 206 Theme Hospital
- 207 Theme Park
- 208 Thrill Kill
- 209 Thunder Force 5
- 210 Tiger Woods 99
- 211 Time Crisis
- 212 Tobal 2
- 213 Toca Touring Car
- 214 Toca Touring Car 2
- 215 Tokyo Highway Battle
- 216 Tomb Raider
- 217 Tomb Raider 2
- 218 Tomb Raider 3
- 219 Tomba
- 220 T.Makinen World Rally
- 221 Treasures of the Deep
- 222 Triple Play 98
- 223 Triply Play 99
- 224 Twisted Metal 2
- 225 Twisted Metal 3
- 226 V-Rally
- 227 V's
- 228 Vigilante 8
- 229 VMX Racing
- 230 VR Powerboat Racing
- 231 War Games: Defcon 1
- 232 Warcraft 2
- 233 Warhammer
- 243 WCW Nitro
- 235 WCW/NWO Thunder
- 236 WCW V's The World 6
- 238 Wild Arms
- 239 Wipeout 2097
- 240 WWF in your House
- 241 WWF War Zone
- 242 Xena: Warrior Princess
- 324 Need for Speed: High Stakes
- 325 Rollicage
- 326 Rampage 2: Universal
- 327 Contender
- 328 Gex3: Deep cover
- 329 Max Power Racing
- 331 Chocobo Racing
- 332 Dead in the Water
- 333 Fisherman's Ball
- 334 Syphon Filter
- 335 Rurals: Search Reapair
- 336 Bloody Roar 2
- 337 Silent Hill
- 339 Street Sk8er
- 340 Legend
- 341 Destrega
- 343 Military Madness
- 344 Eliminator
- 400 Wipeout 3
- 402 Dino Crisis
- 406 Tarzan
- 416 Jet Moto 3
- 418 Grand Theft Auto
- 419 Quake 2
- 420 Crash Team Racing
- 421 Mission Impossible
- 422 Nascar 2000
- 423 Ready to Rumble
- 424 Resident Evil
- 425 Army Men: Air Attack
- 426 Wu-Tang: Shaolin Style
- 427 Spyro2: Ripto's Rage
- 428 Vigilante 8: 2nd Offense
- 429 Tomorrow Never Dies
- 430 Supercross 2000
- 431 Medal of Honor
- 432 Jurassic Park: Warpath
- 433 Test Drive 6
- 450 Tom Raider: Last Rel
- 451 Street Fighter EX2 Plus
- 452 Lego Racer
- 453 40 Winks
- 454 Knockout Kings 2000
- 456 Fighting Force 2
- 458 NBA Live 2000
- 459 Sled Storm
- 460 Twisted Metal 2
- 461 Cool Boarders 4

NINTENDO 64

- 245 Aerogauge
- 246 Allstar Baseball 99
- 247 Aero Fighter Assault
- 248 Automobili Lamborghini
- 249 Banjo Kazooie
- 250 Bio Freaks
- 251 Body Harvest
- 252 Bomberman 64
- 253 Bomberman Hero
- 254 Buckbuckle
- 255 Bust-a-move
- 256 Chameleon Twist
- 257 Chopper Attack
- 258 Clay Fighter 63 1/3
- 260 Dark Ritt
- 261 Diddy Kong Racing
- 262 Doom 64
- 265 Extreme 62
- 266 F-Zero X
- 267 F1 Pole Position
- 268 F1 World Grand Prix
- 269 FIFA 98
- 270 Madden 64
- 271 Forsaken
- 273 Goldeneye
- 274 Hexen
- 275 I.S. Soccer 64
- 276 V-Rally
- 277 Iggy's Rockin Ball
- 278 Fighters Destruction
- 279 Madden 99
- 280 Mario Kart 64
- 282 M.K.4
- 283 M.K. Mythology's
- 284 M.K. Trilogies
- 286 Nagano Win Olympics
- 287 Nascar 99
- 288 NBA Hangtime
- 289 NBA in the Zone
- 290 NFL Quack 99
- 291 NFL Breakaway 98
- 292 NFL Breakaway 99
- 293 NHL 99
- 294 Nightmare Creatures
- 295 Offroad Challenge
- 296 Quake 64
- 299 Robotron X
- 300 S.C.A.R.S.
- 306 Star Wars: Shadows
- 309 Top Gear Overdrive
- 310 Top Gear Rally
- 311 Turok
- 312 Turok 2
- 314 Wayne Gretski 3d 98
- 315 WCW/NWO Revenge
- 345 Mario Party
- 346 Vigilante 8
- 347 Glover
- 348 NBA Live 99
- 350 Rush 2: Extreme Racing USA
- 351 Castlevania
- 352 Battle tanx
- 373 Fighting Force 64
- 374 WWF: Attitude
- 376 Star wars: Rogue Squadron
- 377 World Driver Championship
- 378 Super Smash Brothers
- 379 Superman
- 380 Quake 2
- 391 Infisherman - BH 64
- 392 All Star Baseball 99
- 393 Mario Gold
- 394 Monster Truck Madness
- 408 Road Rash 64
- 407 Duke Nuke: Zero Hour
- 410 WCW Mayhem
- 411 Gauntlet Legends
- 434 Rainbow 6
- 435 Monopoly
- 436 Supercross 2000
- 437 Turok Rage Wars
- 442 Gex3 Deep Undercover
- 443 Resident Evil 2
- 444 Nascar 2000
- 445 Battletanx Global Assault
- 446 Hot Wheels: Turbo Racing
- 447 Knockout Kings 2000
- 377 World Driver Championship
- 378 Super Smash Brothers
- 379 Superman
- 380 Quake 2
- 391 Infisherman - BH 64
- 392 All Star Baseball 99

- 393 Mario Gold
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- 442 Gex3 Deep Undercover
- 443 Resident Evil 2
- 444 Nascar 2000
- 445 Battletanx Global Assault
- 446 Hot Wheels: Turbo Racing
- 447 Knockout Kings 2000

DREAMCAST

- 319 Godzilla Generation
- 320 Pen Pen Trilication
- 321 7th Cross
- 322 Sonic Adventure
- 323 Virtua Fighter 3TB
- 353 A-Life
- 354 Aero Dancing
- 355 Blue Stinger
- 356 Daytona USA 2
- 357 Evolution
- 358 Get Bass
- 359 House of the Dead 2
- 360 Marvel V's Capcom
- 361 Physic Force 2012
- 362 Power Stone
- 363 Puyo Puyo 4
- 364 Sega Rally 2
- 365 Super speed Racer
- 387 Air Force Delta
- 388 Buggy Heat
- 389 Soul Caliber
- 390 King of Fighters Dream Match 99

NEW DREAMCAST

- 521 Expendable
- 522 Incoming
- 523 Jimmy White's 2: Cueball
- 524 Mortal Kombat Gold
- 525 NBA 2000
- 526 Rayman 2: The Great Escape
- 527 Ready 2 Rumble Boxing
- 528 Redline Racer
- 529 Soul Calibur
- 530 Speed Devils
- 531 Crazy Taxi
- 535 WWF: Attitude
- 533 Trick Style

NEW PLAYSTATION

- 462 Rainbow 6
- 473 Thrasher: Skate & Dest.
- 474 Gran Turismo 2
- 475 Dukes of Hazzard
- 476 FIFA 2000
- 478 WWF Smackdown
- 479 Marvel VsCapcom: Clas
- 480 Killer Loop
- 489 KKND Krossfire
- 491 Soul Park Rally
- 490 Worm Armageddon
- 492 Die Hard Trilogy 2 Las Vegas
- 493 Fear Effect
- 494 Tiny Tank: Up You Arsenal
- 495 Army Men: Sarge's Heroes
- 496 Syphon Filter 2
- 497 Medevil
- 498 Street Sk8er 2
- 499 Ace Combat 3: Electrosphere
- 500 Gauntlet Legends

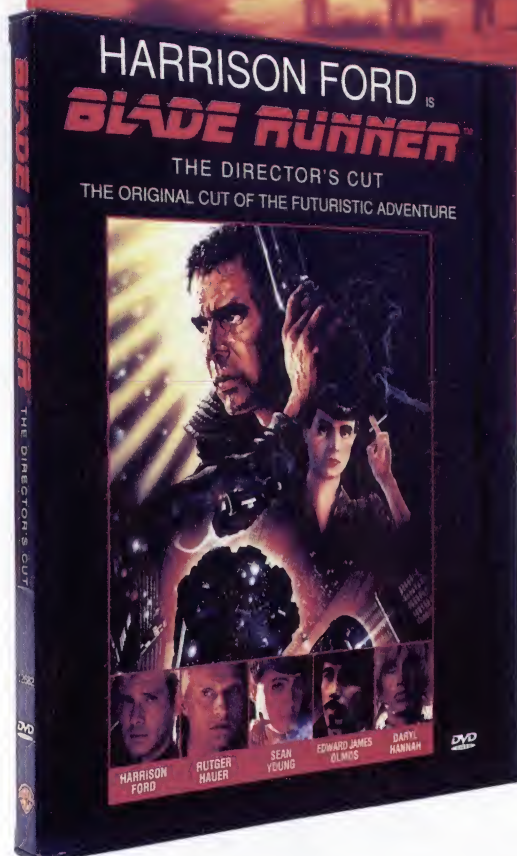
- 534 Legend Of Mana
- 501 Theme Park World
- 502 Covert Ops: Nuclear Dawn
- 503 Colin McRae Rally 2.0
- 504 Colony Wars 3: Red Sun
- 505 Crusaders Of Might And Magic
- 506 Populous: The Beginning
- 507 Eagle One: Harrier Attack
- 508 Nightmare Creatures 2
- 509 Grind Session
- 510 Jackie Chan: Stuntmaster
- 535 Test Drive: LeMans
- 536 Road Rash: Jailbreak
- 537 Toy Story 2

NEW NINTENDO 64

- 513 PERFECT DARK
- 514 JEREMY MCGRATH SUPERCROSS 2000
- 515 INTERNATIONAL TRACK AND FIELD 2000
- 538 RIDGE RACER 64
- 516 BOMBERMAN 64: THE SECOND ATTACK
- 517 TOP GEAR RALLY 2
- 518 SUPERCROSS 2000
- 519 BATTLETANX: GLOBAL ASSAULT
- 520 EXCITEBIKE 64



The future is now

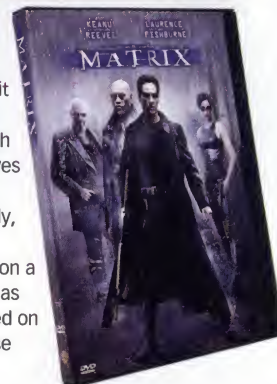


DVD: The Future Is Now

Australia is a nation of "early adopters." When a new form of technology becomes available to us, we embrace it with open arms, using it to improve our lives. We did it with VCRs and mobile phones, and we're doing it again with DVD. What is Digital Versatile Disc? It's a new video format that in a few short years has risen to be our first choice for quality home video entertainment. Since the PlayStation 2 will play DVD movies as well as games, it behooves the home video game enthusiast to become familiar with the format, and what it can do for you. In the pages that follow we'll take a brief look at the DVD, and establish just why it's going to change the way we look at movies.

AFFORDABLE HOME CINEMA

A DVD disc is the same physical size as a CD, but it can hold hours of video footage, more than enough for a feature film. It achieves this by combining two different techniques. Firstly, data are stored more compactly on a DVD than on a CD, and over seven times as much info can be crammed on to one. Secondly, DVDs use

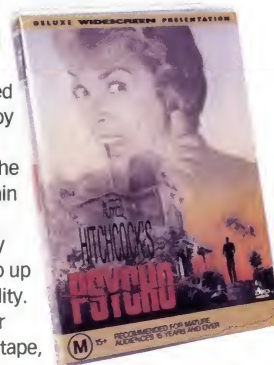


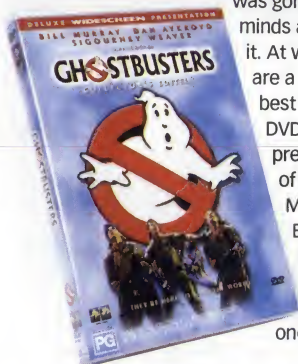


data compression to compact the volume of disc space used by around 20 times. The human eye is completely fooled by this method, which works by eliminating redundant information, such as parts of the picture that don't move, or plain blue patches of sky.

The storage space freed by this invisible trickery is used to up both the sound and video quality. The resolution of a DVD is over double that of a normal video tape, and sound can be recorded in full 5.1 surround, enough to take advantage of a proper home cinema setup. Up to eight different audio tracks can be included for the full length of a feature, and up to 32 sets of subtitles can be selected from. This is a boon for the hearing impaired and obscure ethnic groups alike.

What's more, DVDs have scope for the inclusion of added-value features. This can be as simple as tacking on a movie trailer and a couple of video clips, or more involved. There's plenty of room for extensive making-of documentaries, or audio commentary tracks that run the full length of the film so the cast and crew can tell you what



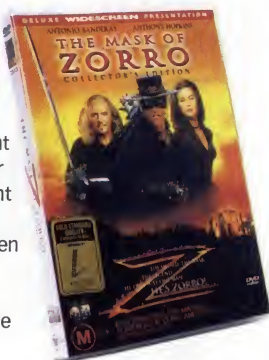


was going through their minds as they were making it. At worst these extras are a distraction, and at best they can make a DVD transcend all previous expectations of home video. The Matrix and Men In Black are good examples of just how much value you can cram onto one disc.



LAYER UPON LAYER UPON LAYER

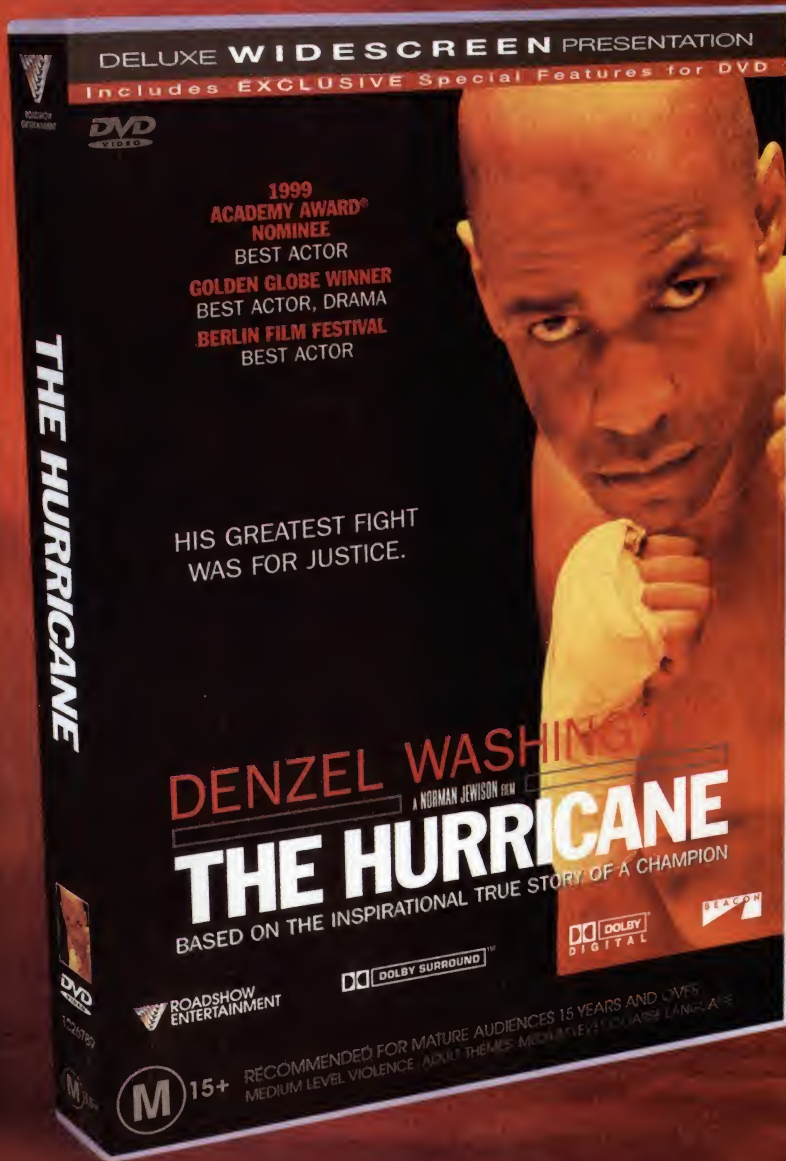
One of the more versatile properties of the DVD is that it can hold more than the basic 4.6 gigs by the addition of more readable layers within the disc. A standard DVD disc can be single sided and single layered, single sided and dual layered, double sided and single layered, or double sided and dual layered. When there are two layers present on one side, the DVD player focuses the laser at different depths within the disc to discern between them. When information is stored on different sides, the viewer must physically remove the disc and flip it over. By



THE HURRICANE

on **DVD** is a Knockout

VIDEO



"(Denzel Washington's) is a towering performance by a great actor at the height of his career."

- VICKY ROACH, DAILY TELEGRAPH



SPECIAL FEATURES ON THIS DVD

- Director's Commentary
- Deleted scenes introduced by the Director
- Theatrical Trailer • Featurette • Widescreen
- Dolby Digital 5.1 Surround
- Interactive menus

**1999 Academy Award®
Nominee**

- Best Actor

Golden Globe Winner

- Best Actor, Drama

Berlin Film Festival

- Best Actor



DAVID JONES

Harvey Norman



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WHY CAN'T I RECORD ON THEM?

Just like CDs, DVDs use different technologies for recording and playback, and just like with CDs, this is something of a two-edged sword. You can listen to a CD on a discman that may cost only a hundred bucks or so, but in order to record your own you need a CD writer, which uses a different kind of laser, and costs significantly more. This disparity is amplified with DVDs.

While it's now possible to get a DVD player for a few hundred bucks, the video decoding hardware inside it is much simpler than that used to create DVDs. Were the circuitry needed to master MPEG video in real time present in a home system, it would probably cost in excess of ten grand. This is hardly price competitive with the average VCR. Also, the process of mastering a DVD for home use is not unlike the studio recording process used to make a CD, in that great care has to be lavished on every variable to make a product of quality. So for now at least, home DVD recording is still a thing of the future.

THE ONE TO WATCH

Not that these quibbles matter a tinker's dam. Even now we have a good balance between quality and convenience. If one absolutely must have the finest sound and video quality, then the world of DVD is unfolding before our eyes. And if you want to tape the rugger, then VHS is still your best bet. After all, TV is still broadcast in low resolution, and in stereo at best. Digital TV may change all this, but that's still eight years away. And DVDs are here and now. Despite all the shortcomings of the format, the good far outweighs the bad. If you want home cinema, then you want DVD.

TOP FIVE LISTS:

Sci-Fi

1. The Matrix
2. Blade Runner
3. Aliens
4. The Fifth Element
5. Rollerball



Comedy

1. Ghostbusters
2. Mystery Men
3. Austin Powers 2
4. Groundhog Day
5. American Pie



Cult

1. Run Lola Run
2. Ghost In The Shell
3. Heavy Metal
4. Black Adder
5. Taxi Driver

Classic

1. Casablanca
2. Vertigo
3. The General
4. Battleship Potemkin
5. Jaws



Action

1. The Mummy
2. Tomorrow Never Dies
3. Terminator 2
4. Heat
5. Wild Wild West

combining the two techniques, a single disc can hold up to 18 gigabytes of information; more than most computer hard discs these days.

Still, this can present problems for the consumer. When buying your DVD movies, look carefully at the fine print on the back, in case the disc you're considering is a "flipper." While most DVD movies that wish to take advantage of more than 4.6 gigs do so by using the dual layer approach, some achieve this by spanning the content across both the discs sides. This means that half way through the movie you have to stand up, get out of your chair, walk across the room, open the DVD drive, flip the disc over, close it, trundle all the way back to the couch, and then finally try and watch the rest of a movie forever tainted by this inconvenience. Not many DVDs are flippers, thankfully, but it's worth looking out for.

WELCOME TO REGION FOUR

There has been a lot of media coverage lately about the DVD format, and the trouble that its developers went to in order to protect their investment. Aside from a proprietary system of data encryption, the movie studios made another imposition on the DVD format to help protect their profits. It's called region coding, and it

artificially divides the world of DVD into 6 geographical regions, roughly delineated by culture and economic prosperity. The US and Canada make up region one, Europe and Japan form region 2. Various second and third world locales make up regions 3 and 5, and China has region six all to itself. Australia, New Zealand a Latin America are bundled together in region 4.

Why is it so? Well, the big corporations behind DVD didn't want a re-run of the situation with CDs, where even a single country with lax copyright laws can bootleg them to their heart's content. It only makes sense, because the corporations involved only make DVDs to make money, and if they didn't make money, who would make our DVDs?

In the early days of DVD local enthusiasts lamented the fact that we don't get every single title that comes out in America, but this has now changed. Every new film of any note comes out on DVD now, and the studios are moving aggressively through their back catalogues releasing every significant work. Browse through the DVD section of your local home entertainment megamart and you'll find yourself spoiled for choice.

PLAYSTATION RELEASE SCHEDULE

Here the latest news tidbits are compiled into a comprehensive release schedule for your amusement. Note that all games are subject to delay or cancellation, and as such these dates can change without notice.

GAME TITLE	GENRE	DEVELOPER	RELEASE
Animorphs: Shattered Reality	Action	Fox Interactive	Sept 2000
ATV Quad Racing	Racing	Acclaim	Sept 2000
Chase The Express	Action/Adventure	Sugar & Rockets	Sept 2000
Cool Boarders 3 Platinum	Snowboarding	SCEE	Sept 2000
Final Fantasy VIII Platinum	RPG	Squaresoft	Sept 2000
Flintstones Bedrock Bowling	Racing	Ubi Soft	Sept 2000
Formula 1 2000 Championship Ed.	Racing	EA	Sept 2000
Frogger 2	Platform	Hasbro	Sept 2000
Galaga	Space Shooter	Hasbro	Sept 2000
Infestation	Action	Frontier Developments	Sept 2000
Madden NFL 2001	Gridiron	EA	Sept 2000
Mr. Driller	Puzzle	Namco	Sept 2000
Nightmare Creatures 2	Action	Konami	Sept 2000
Parasite Eve 2	3D Action	Squaresoft	Sept 2000
Pool Palace Academy	Pool	Ubi Soft	Sept 2000
Premier League Stars	Soccer	EA	Sept 2000
Premier League Manager 2001	Soccer	EA	Sept 2000
NHL Hockey 2001	Hockey	EA	Sept 2000
Rayman 2	Platform	Ubi Soft	Sept 2000
RC De Go	Racing	Acclaim	Sept 2000
Reel Fishing 2	Fishing	Crave	Sept 2000
Snow Cross Racing	3D Snow Racing	Crave	Sept 2000
Spiderman	Action	Activision	Sept 2000
Spyro 2	Platform	Insomniac	Sept 2000
Star Trek Invasion	Space Shooter	Activision	Sept 2000
Tarzan Platinum	Platform	Disney Interactive	Sept 2000
Team Buddies	Action Battle	Psygnosis	Sept 2000
Tenchu 2	Action/Adventure	Sony Music	Sept 2000
Tony Hawk's Pro Skater 2	Skateboarding	Neversoft	Sept 2000
V-Beach Volleyball	Sport	Infogrames	Sept 2000
Vib Ribbon	Music	SCEI	Sept 2000
Wacky Races	Racing	Infogrames	Sept 2000
X-Files Platinum	Adventure	Fox Interactive	Sept 2000
Alien Resurrection	Shooter	Fox Interactive	Oct 2000
Battleship 2	Strategy	Hasbro	Oct 2000
Black & White	Strategy	Lionhead Studios	Oct 2000
Breakout	Retro	Hasbro	Oct 2000
Bugs & Taz: Timebusters	Adventure	Infogrames	Oct 2000
Darkstone	Adventure	Take 2	Oct 2000
Dave Mirra Freestyle BMX	Sport	Acclaim	Oct 2000
ESPN Great Outdoor Games	Sport	Konami	Oct 2000
F1 Racing Championship	Racing	Ubi Soft	Oct 2000
FIFA 2001	Soccer	EA	Oct 2000
Formula One 2000	Racing	Psygnosis	Oct 2000
The Grinch Who Stole Christmas	Adventure	Konami	Oct 2000
Hidden & Dangerous	Action	Take 2	Oct 2000
ISS 2000	Soccer	Konami	Oct 2000
Jerry Lopez Surf Riders	Sport	Ubi Soft	Oct 2000
KISS pinball	Pinball	Take 2	Oct 2000
Lemmings Revolution	Puzzle	Take 2	Oct 2000
Medal Of Honor: Underground	Shooter	Dreamworks	Oct 2000
Monster Rancher	Virtual Pet	Tecmo	Oct 2000
Moto Racer	Racing	Delphine	Oct 2000
Muppet Monster Adventure	Action Adventure	Magnets	Oct 2000
NBA 2001	Basketball	EA	Oct 2000
Pool Palace Academy	Pool	Ubi Soft	Oct 2000
Rayman Kids	Edutainment	Ubi Soft	Oct 2000
Vanishing Point	Racing	Acclaim	Oct 2000
You Don't Know Jack: Mock 2	Quiz	SRA	Oct 2000
Blade Prequel	Action Adventure	Activision	Nov 2000
Buzz Lightyear Of Star Command	Adventure	Activision	Nov 2000
Crash Bash	3D Arena Battle	Universal	Nov 2000
Donald Duck - Quack Attack	Platform	Ubi Soft	Nov 2000
Jungle Book Groove Party	Dance	Disney	Nov 2000
Ms Pacman Maze Madness	Puzzle	Namco	Nov 2000
Spyro: Year Of The Dragon	Platform	Universal	Nov 2000
This Is Football 2	Soccer	SOHO	Nov 2000

PREPLAY CONTENTS



WWF SMACKDOWN



MARTIAN GOTHIC



LEMMINGS REVOLUTION



BUGS & TAZ

52

WWF SMACKDOWN 2

They've been cycling through a lot of suffixes for wrestling games in the past few years. Nitro, Attitude, Hardcore and so forth. But none have been as successful as Smackdown, which is why they're slapping a big number 2 on the front of it instead of calling the next official WWF game "Bitchslap!" or something. With good reason, this upcoming game is easily the best one yet.

54

MARTIAN GOTHIC UNIFICATION

For centuries Mankind has speculated as to the possibility of life on Mars. So when in the early 21st century an expedition to the red planet falls prey to some manner of space communists, it's up to an intrepid rescue team to set things straight.

55

LEMMINGS REVOLUTION

A decade ago these green haired little rodents set the world on fire with their simple plight; an unrelenting urge towards self-destruction. Now the PlayStation community will have the chance to mirror the latest PC adventures of the adorable little fools.

56

BUGS & TAZ: TIMEBUSTERS

There was a platform game about a year ago starring Bugs Bunny, involving time travel. It's wasn't very good. After extensive analysis the developers have decided that the most important thing missing from the game was the Tasmanian Devil.

56

DONALD DUCK: QUACK ATTACK

It's almost impossible to imitate his voice, but it's very easy to feel his pain. One of the more morbid characters from the Disney universe, Donald has been converting frustration into rage for the better part of a century. Now you too can share his anguish.

57

DINOSAUR

I don't normally watch The Panel, but an episode I caught recently pointed out that none of the Dinosaurs in Disney's latest CG extravaganza have sphincters. That's right, no bungholes on these thunder lizards. I wonder how they fart?

57

THE WORLD IS NOT ENOUGH

Oh no! An evil bald man wants to destroy the world oil supply using an atom bomb! Let's hope that James Bond can take enough time off from womanising and gambling to save OPEC from oblivion! At least he seems to have given up smoking...



WWF Smackdown 2: Know your role

Time to lay it down for the people

FACT FILE

■ Publisher
THQ

■ Developer
Yukes

■ Genre
Wrestling

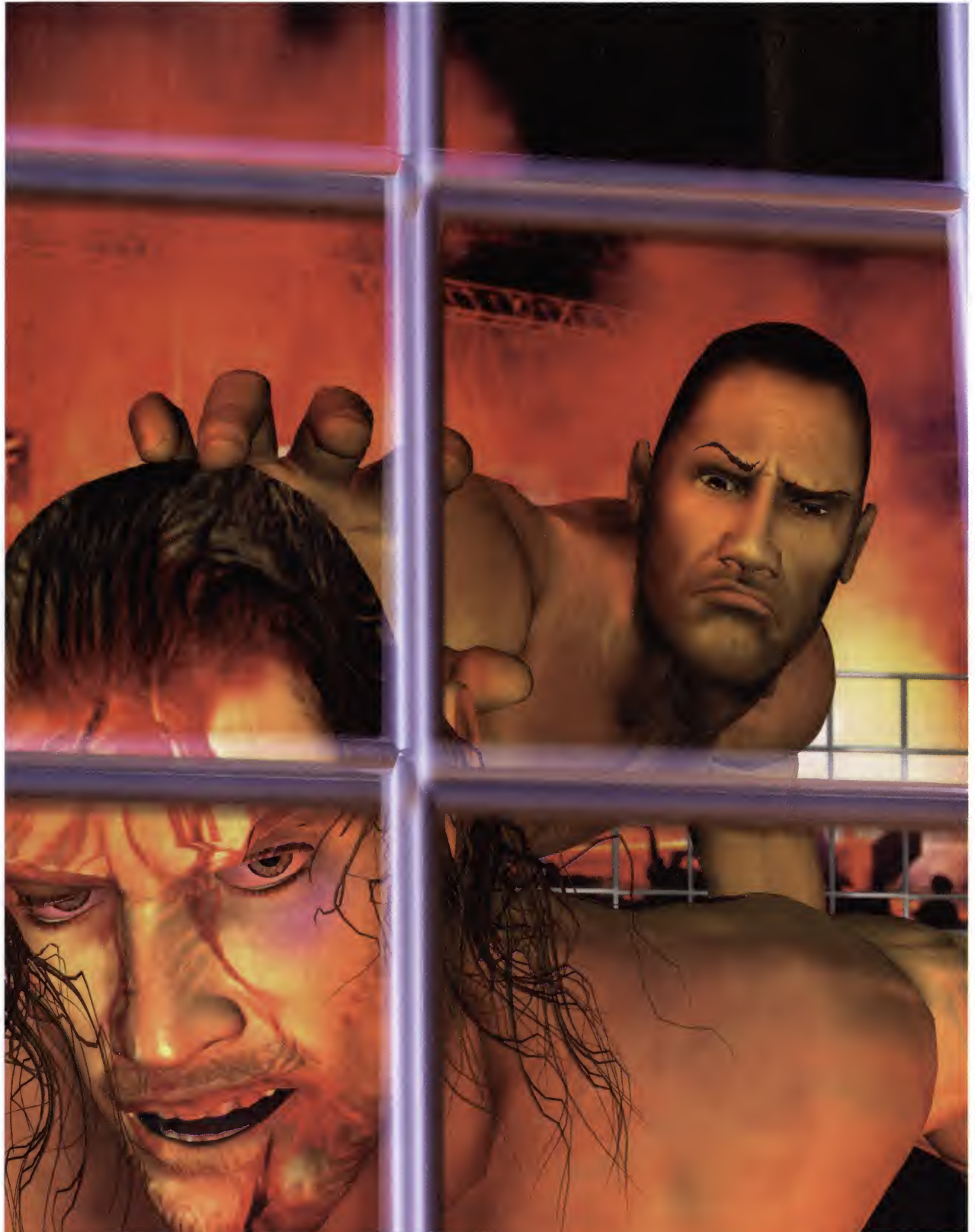
■ Release Date
December

■ Players
One to Four

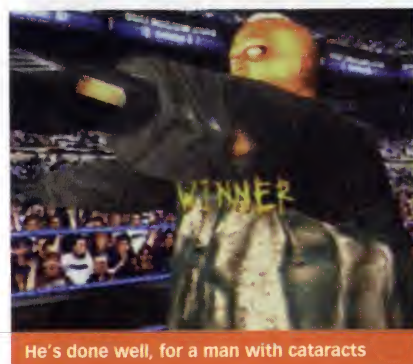
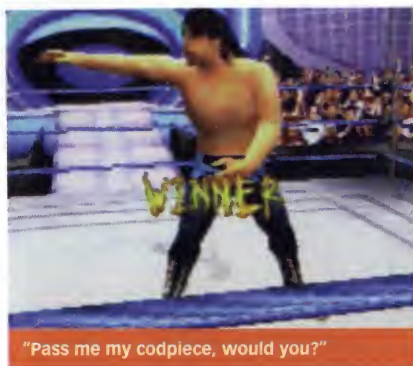
PROGRESS REPORT

Positive Points
◆ Sequel to the best wrestling game

Negative Points
◆ It's another wrestling game



"No, it's all right. Ow! Don't touch it! I said- ow! You're only making things worse!"



I think there may be a glitch in the matrix. The same wrestling game seems to be getting released every week. WWF, WCW, ECW? Does anyone know what the differences are between the "real" federations, let alone their video game counterparts? Sometimes it all seems to be a mish mash of big, sweaty, oily men but then out of the darkness comes the voice of the people to clear it all up. Yes, that's right. After running the entire gamut of *Revenge*, *Thunder*, *Mayhem*, *Warzone* and *Raw* the video game naming commission has finally added a "2" to end of a title to acknowledge the existence of a sequel and, to help it out, *Smackdown 2* carries the catch phrase of The Rock. For non-wrestling fans "Know Your Role" may make this game sound like a theatre simulation but WWF fans are the ones who will be playing this game. Then again, wrestling is kind of like theatre, just a really amateurish one, with bad acting and an obscure dress code. The title may have turned out worse by using another Rock-call. Imagine "*Smackdown 2: Smell what I'm Cooking*." So let's just leave wrestling with in its correct context, for now, before we start discussing men in tights.

Smackdown 2 is the latest soon-to-be release from THQ, masters of the virtual wrestling arena. The two schools of thought, when it comes to the wrestling genre, are the "grappling method" and the "fighting combo method." The Grappling Method involves the wrestlers being in the correct proximity of each other to do a particular move and one hold naturally flows to the next. The Fighting Combo Method treats the wrestling title as if it is the latest *Tekken* game and involves pounding out a bizarre button and pad combination to perform the entire maneuver in one go. I'm much more partial to grappling style, myself, which is why THQ wrestlers are preferable to the Acclaim ones. Since EA have picked up the WCW license they've been doing their best emulation of THQ

games but haven't managed to out do them yet.

Each new game does its best to keep up with the weekly machinations of the WWF but that is mostly in vain as alliances are made and broken more often than Jennifer Love Hewitt teen comedies are released. *Smackdown 2* has added some new features and updated the player roster with twenty new comers. The old faves are still included, of course. Who would want a WWF game without big names like The Rock, Stone Cold and Mankind? The latest trend has been to include areas outside the ring, such as the boiler room and back stage. Fighting in the official WWF restaurant and in the locker rooms has also been included.

The two most improved areas are in the type of match choice and the Create-A-Wrestler mode. There are more options for creating original characters than ever before. You can even create your own WCW stars for inter federation bouts. It may be time to find out who really is the toughest, goatee-wearing bald guy; Goldberg or Stone Cold. If you don't like your teacher/boss here's your chance to unhealthily take out your aggression and live out those ass-kicking fantasies denied you in everyday life. Simply make 'em up and smack 'em out.

The extra matches include some of the more publicity-stunt orientated, including ladder match, Hell in a Cell, and casket matches. Once upon a time the most variation you saw was a Battle Royal. Now if there isn't some death defying stunt or lame "must pile

drive opponent through the commentator's table" angle, no one is interested in watching. *Smackdown 2* has taken these short attention span ideas and added them to the game.

As *Smackdown 1* is the best wrestling game currently available on the PlayStation big things are expected of the sequel. I guess we'll just wait and see.

Peter Hart



Martian Gothic: Unification

Zombies and aliens and viruses, oh my!

FACT FILE

■ Publisher
Talensoft

■ Developer
Creative Reality

■ Genre
Survival Horror

■ Release Date
October

■ Players
One

PROGRESS REPORT

Positive Points

- ◆ Scary and Suspenseful
- ◆ Good Resident Evil clone

Negative Points

- ◆ Not much originality



In space, no-one can hear you fart



"Bill, I don't think sterolds are good for you"

In the year 2017 we will set up a base on the planet Mars. It will be scientific expedition. It's aim will be to discover the truth about life on Mars. It will fail. Something will go wrong. We will, one year later send a rescue team to the space station and it will crash land.

This unfortunate state of affairs is the beginning of *Martian Gothic: Unification* which, despite being an unusual mouth full of a title, is shaping up to be a nifty, little survival horror game. The last message sent from the station, Vita Base, was some garbled nonsense of opening Pandora's Box and the need to stay alone to stay alive. Maybe then, the crash landing of your spaceship was heaven sent as it forced the separation of the three crew members; Karne, Kenzo and Matlock (no, not the old lawyer from the TV show). You control all three at various points during the game as they

each have different skills required to solve the age old puzzle of "Why, the hell, do zombies eat brains?" and the more recent conundrum of "Why are all modern zombies caused by viruses when, in the old B-grade horror flicks, they were possessed by an evil Satanic force?"

Resident Evil. There I said it. Survival horror equals Resident Evil and that is not made any clearer than in this game. Sure, it's set in the future and on Mars but if we ran through a check list of Res Evil features *Martian Gothic* would probably score about 80%. We've got brain-eating zombies, deserted levels to be explored, a mystery (involving a virus) to unravel, multiple characters to use, a third person perspective which plays like an interactive movie. I could go on but you get the picture. Luckily, MGU does what it is supposed to; keeps



"Back off, Bill. Get your hit someplace else"



That reminds me, I have to do my laundry

you in suspense and makes you unload five different kinds of crap in your Calvins. The music is moody and suspenseful and the camera angles appear to prohibit clear vision but this is for a reason. There is nothing scarier than walking along for five minutes, as you are lulled into a false sense of security, and then having a big-ass zombie mofo try and give you a monster hickey.

There are cinematic cut scenes to help add to the watching-a-movie feel and they are of in-game quality to prevent that disappointment associated with dropping from life-like FMV down to 32-bit graphics. It may seem disappointing that few new elements have been added, when compared to the Capcom classics, but MGU manages to emulate the best well enough to entertain survival horror fans who are hanging out for *Dino Crisis 2*.

Peter Hart

Lemmings Revolution

Rats, gerbils, lemmings... Which is your favourite rodent?

FACT FILE

■ Publisher
Take 2 Interactive

■ Developer
Psygnosis

■ Genre
Puzzle

■ Release Date
October

■ Players
One

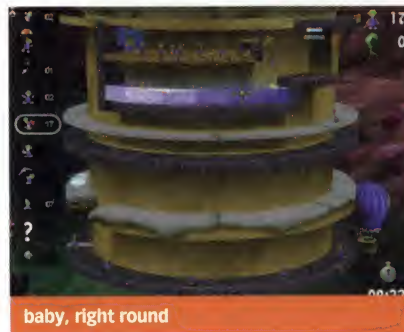
PROGRESS REPORT

Positive Points
◆ Mega-addictive
◆ Classic series updated

Negative Points
◆ No replay value
◆ Doesn't push the PSX to its limit



You spin me right round



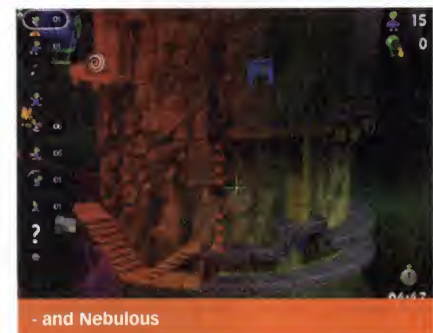
baby, right round



like a record baby, right round round round



Like a cross between Sim Tower -



- and Nebulous

It is a scientifically unproven fact that lemmings have suicidal tendencies. This is an old wives' tale that came about because they have a stupid gland that, when active, makes them run off cliffs, in large numbers. It's sort of like a drunken version of follow the leader. This concept is what inspired a string of games that can be tracked back to the eighties.

The colony of rodents need to travel from point A to point B without too many of them getting killed along the way. Unfortunately the path is fraught with all manner of danger and it is up to you to play guardian angel to the hapless victims of their own genetic make up. The lemmings march along oblivious to the surroundings but with your magical power you must clear, or create, a pathway that will ensure the safe passage of a majority of your furry friends.

This is done by bestowing powers upon individual lemmings who are prepared to sacrifice themselves for the Greater Good (as opposed to the Greater Stupidity). Lemmings can build, bash, dig, mine, climb or even explode. The problem with trying to describe a game like this that its uniqueness means that there are few games like it. Any 2D fighter can be a

"Street Fighter clone" but there aren't many games that are similar in the weird-assed puzzle category. If you've played lemmings on any other platform you'll realise how frustratingly addictive it can be, if not you'll be left scratching your head wondering what the fuss is about. Just try and imagine Tetris addictiveness with completely different gameplay.

The gameplay has been given a 3D look but it hasn't altered anything about how it moves or plays. Each level is a puzzle that needs to be solved which, once completed, allows access to the next (duh!) but the level layout allows some room for individual difficulty setting so that lemmings experts aren't stuck with the tedium

of ploughing through twenty levels that are a cake walk, while beginners can play around with simpler puzzles until they learn how to "Be the Lemmings."

The interface with the game is in the form of an on-screen cursor, similar, in concept, to the hand of God. You alter the environment by empowering lemmings to affect the landscape. Once each level is completed the replay value is non-existent because the fun is in the discovering of a solution which, once learned, is difficult to forget. Thankfully with a buttload of levels to conquer this isn't too much of a problem.

Jason Todd



Looney Tunes Bug's Bunny & Taz: Time Busters

What's up, Doc?

FACT FILE

■ Publisher
Infogrames

■ Developer
Infogrames

■ Genre
3D Adventure

■ Release Date
October 2000

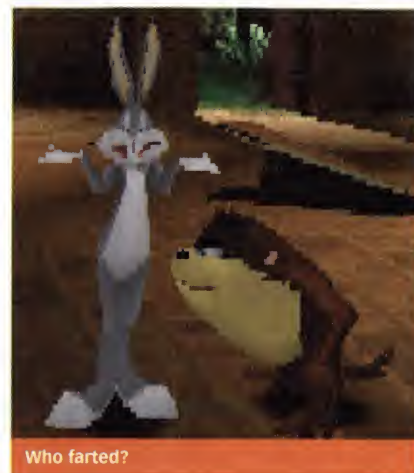
■ Players
One



"No, really. It was this big"



"Check it out, they dance like this at Ibiza"



Who farted?

The concept of time can be confusing at the best of times (see what I mean) so it's little wonder that it's becoming too difficult to keep track of the Looney Tunes games being slapped together on the Infogrames production line.

For multiple console owners it becomes all the more confusing as some games are ported, some aren't and the same character may star in three different games across four systems. I won't be surprised if the catch

phrases of various cartoon icons start to jumble up so we hear "Thufferin' despicable, Doc. Th-th-th-that's all, Puddy cat."

The latest offering shows the first signs of this Looney Tunes cross pollination. I don't recall any cartoons featuring Bugs and Taz as co-stars. I'm sure that some rabid fan-boy is just waiting to jump down my neck for not knowing every WB classic but most people will back me up when I say this game features a rather unlikely pairing of heroes. Elmer or Daffy were more usual partners for the cross dressing bunny.

The little black duck plays the role of "the girlfriend/princess" who needs to be rescued by

the do-good duo as they travel through time searching for him and the missing power source to granny's time machine. If this strays to far from what you remember Looney Tunes being about, try not to think about it too much and just enjoy the game.



Jason Todd

Donald Duck: Quack Attack

Quackers and cheese. Yes, please

FACT FILE

■ Publisher
Ubi Soft

■ Developer
Ubi Soft

■ Genre
3D Platform

■ Release Date
November

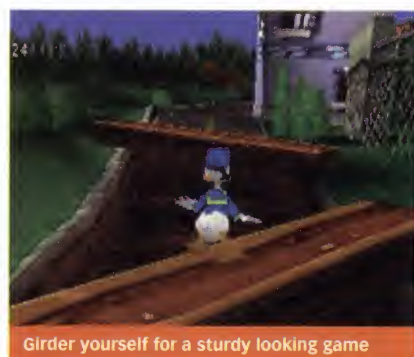
■ Players
One



Playing this game is an uphill battle



Hmmm... lots of crates...



Girder yourself for a sturdy looking game

Hot on the heels of Rayman 2 comes this little white Duck. The connection does run a little deeper than just being published by Ubisoft as Donald has borrowed Rayman's game engine to base his title upon. Rayman was such a fantastic game that this, pretty much, ensures the brilliance of Quack Attack. The developers have decided to give the 3D platformer a unique storyline in which the hero's girlfriend is kidnapped by a bad guy who must be tracked down and defeated.

In this case the villain is Merlock, an evil wizard, and Daisy is the girlfriend, as she always

is. The level layouts follow the same linear style as Rayman but this is not a bad feature as it makes the action more fast-paced than if exploring a massive 3D environment was the mainstay of the gameplay. "Originality" is not a word that I'd use to describe Donald's latest outing but it delivers in the area of fun, which is slightly more important.

As with all Disney adventures, be they cartoon or video game, a butt load of recognisable characters stop by for cameo appearances. Donald's nephews, Gyro and Gladstone are the main supporting cast who help, or hinder, Donald in his quest. Quack



Attack may just be Rayman 2 with a coat of paint but it's a great paint job and I can't think of a better title to get a rebirth.

Peter Hart

Disney's Dinosaur

Bigger than Ben Hur

FACT FILE

■ Publisher
Ubi Soft

■ Developer
Sandbox Studios

■ Genre
Adventure

■ Release Date
November 2000

■ Players
One



Hmmm... It's a rock...



Come fly with me, let's fly, let's fly away...



If you could use some exotic booze...

Why did the dinosaur cross the road? Because chickens weren't invented.

Disney invests so much time, effort and money into its animated features that there is little room for failure but there is a lot of room for merchandising. Dinosaur is the epic tale of a giant lizard, raised by monkeys, whose home is destroyed which forces him to travel with a herd of other herbivores to a paradise on the far side of a desert. The movie was an amazing graphical feat with some of the most realistic dinosaurs this side of Jurassic Park. Apparently Disney have developed a time machine which was used to travel back to prehistoric times so that the

latest in motion-capture technology could be used for that added touch of realism.

The PlayStation follows the basic plot of the



movie as Aladar and his friends stumble around in a dehydrated stupor searching for water. You have the choice of using a dinosaur, pterodactyl or monkey as the game progresses and changing between them is required to solve various puzzles.

An overhead perspective is used, as being able to see the surrounding environment clearly is an integral part of the design. FMV taken directly from the movie slots between the levels so that you never forget that this is a licensed game.

Jason Todd

The World is not Enough

The name is Bond, James Bond

FACT FILE

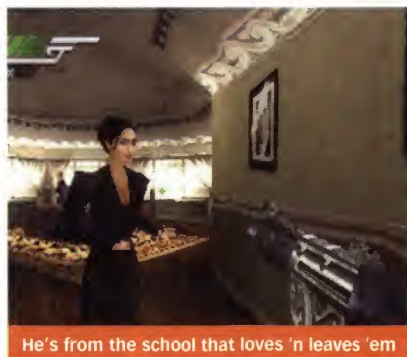
■ Publisher
Electronic Arts

■ Developer
Black Ops

■ Genre
FPS

■ Release Date
November 2000

■ Players
One



He's from the school that loves 'n leaves 'em



A pity if it grieves them



Mr. Kiss Kiss, Bang Bang

Pierce Brosnan is the best Bond ever created. Those may be fighting words to Connery and Moore aficionados but it's, never the less, true. James Bond movies were all about bad puns and gorgeous babes (which they still are) but it took Pierce's nineties version of Her Majesty's super spy to get me interested. TWINE (as it's known to we acronym fans) had not only the former Remington Steele but also super sluts Denise Richards and Sophie Marceau, of Starship Troopers and Braveheart respectively, to keep the eye candy at a premium.

Once you threw in a dozen action sequences, with nary a plot in sight, it wasn't possible for this movie to be anything but a winner. The game is being developed for both the N64 and PSX, but the games will be entirely different, not simply ports. The similarity that they do have is following the gameplay mechanics of N64's Goldeneye, rather than PlayStation's Tomorrow Never Dies. As Goldeneye stands as a record selling title and TND never lifted its head above mediocre, this make a fair bit of sense.

The stealthy Rainbow 6-like gameplay looks to be shaping up nicely with a great mixture of

sneakiness and firepower required to complete the game. Due to strict time constraints there are no plans for a multiplayer deathmatch mode but this would only take away from development time on the single player adventure so it's all for the best really.

Jason Todd



PlayStation Top Twenty

Here's the electronically collated rundown on what's been selling in the world of PlayStation. Australians sure love their cars; everything in the top five is a driving game! There's also some counter-terrorism in the top 20, so it's all for the best. All sales figures are compiled by Inform in association with AVSDA

The Official Australian Console Games Chart

Compiled by Inform in association with AVSDA

July 2000

Top 20 Best Selling Full Price PlayStation Games

(+\$39.95 inc. GST)

Position	Game Title	Game Type
1	↔ Colin McRea Rally 2	Racing
2	↔ Gran Turismo 2	Racing
3	↑ Driver	Racing
4	↑ Muppet Race Mania	Racing
5	↑ Need For Speed 4: Hi Stakes	Racing
6	↓ WWF Smackdown!	Sports
7	↓ Tony Hawk's Skateboarding	Sports
8	↓ Medieval 2	Adventure
9	★ In Cold Blood	Adventure
10	↓ Tomorrow Never Dies	Adventure
11	↓ Syphon Filter	Adventure
12	★ Syphon Filter 2	Adventure
13	★ Championship Bass	Sports
14	★ Roll Cage & FI 98	Bundle
15	↑ Metal Gear Solid	Adventure
16	↓ Star Wars: Jedi Power Battles	Action
17	★ Need For Speed: Porsche 2000	Racing
18	★ Vagrant Story	RPG
19	↓ Croc 2	Platform
20	★ Pacman's World	Action

inform

↔ New entry

↔ Non mover

↑ Up from last month

↓ Down from last month

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What's the crew playing?

James Cottee



JAMES COTTEE

1. Vib Ribbon
2. Team Buddies
3. Tenchu 2
4. Mr. Driller
5. Wipeout 3 Special Edition

Tenchu 2



Interesting product, Tenchu 2. After a whole two years to iron out the control issues present in the first game, they've come up with a whole new set of niggling flaws to assail us with. Make no mistake, it's still worth playing, it's just not as ground-breaking as it could have been. It's a lot harder, too. Much closer to self-flagellation than Vib Ribbon, or even Team Buddies, which are soothing diversions in comparison.

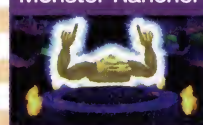
Rodney Gall



RODNEY GALL

1. Monster Rancher
2. MGS: VR Missions
3. Metal Gear Solid
4. Crisis Beat
5. Tenchu 2

Monster Rancher



A month or two ago I issued an open challenge to game developers demanding an interesting game. Well, out of nowhere, along came Monster Rancher. Maybe it's indicative of my general physical and mental decay, but I love the thing. If you haven't already, check out the review I wrote, or better yet, just run out and get it. It's not a remote controlled racing car game. Rock on. Also, Crisis Beat is the greatest human achievement ever.

Peter Hart



PETER HART

1. Mr Driller
2. Rayman 2
3. Silent Bomber
4. Tekken 3
5. Wacky Races

Mr Driller



I don't know if you've made any long international flights lately, but some airlines these days have the sense to install Tetris games in the back of their seats. Simple, addictive games like this can be played for hours on end without any negative effects, aside from fatigue, and of course madness. Maybe Qantas should put Mr. Driller on its marathon flights, as I could sure tolerate being in a confined space with nothing else to do.

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HP1

PLAYTEST CONTENTS

Game of the month: Mr Driller



Every game featured in our PlayTest section has been reviewed independently and objectively by our team of writers. We aim to give an informed and comprehensive idea of what the game is about, and most importantly, whether the game is good or bad. Each game reviewed receives an overall score out of 100 which should be seen in context of the type of game it is and in relation to similar titles it is competing with.

THESE FACTORS ARE AWARDED UP TO FIVE STARS:

GRAPHICS	Does the game look good and has it taken advantage of the available technology?
SOUND	The PlayStation offers developers the potential to create mind blowing audio. Have they?
GAMEPLAY	This is what it boils down to. Is the game enjoyable and fun to play, or will you hurl the joystick at the TV?
DIFFICULTY	Is the game difficult? Does it take a great deal of skill to play? The higher the mark here, the more difficult the game is.
LIFESPAN	How long can you expect this game to hold your interest? Will you play again after you have beaten it?
PLAYERS	Some games allow two or more players to take part, either alternately or simultaneously, and some can even be linked to a second PlayStation for head-to-head two-player action.
GAME FEATURES	Many games take advantage of after-market devices such as analogue controllers, steering wheels, Sony's PlayStation Mouse, various light guns, the Multi-tap four-player adaptor, memory cards, various peripherals and accessories.
ALTERNATIVES	A selection of games that are similar in concept or appeal to the one reviewed.

WHAT OUR RATINGS MEAN:

91 - 100%	AN INSTANT CLASSIC, YOU MUST PLAY THIS GAME!
81 - 90	EXCEPTIONALLY GOOD, WITH FLAWS YOU'D BARELY NOTICE
71 - 80	A GOOD EFFORT WITH A FEW NIGGLING FLAWS
61 - 70	A VERY AVERAGE GAME WITH A FEW PROBLEMS
51 - 60	HAS SOME NICE IDEAS, BUT COULD HAVE BEEN MUCH BETTER
41 - 50	A GAME WITH A GREAT DEAL MORE FLAWS THAN MERITS
31 - 40	PAINFUL TO PLAY, AND A WASTE OF MONEY
21 - 30	GETTING A SHOT FOR TETANUS IS MORE FUN THAN THIS
11 - 20	UTTER SHITE. GO OUT AND GET SOME SUN INSTEAD
01 - 10	IMPRESS YOUR FRIENDS WITH A COOL BLACK DRINK COASTER!

60 TENCHU 2

The first Tenchu game was something of a minor classic for the PlayStation. It's almost 2 years old, and yet we keep coming back to it. There were a lot of things this sequel could have done to change it for the better, and it pulled a lot of them off. Does it make for a better ninja experience overall, though? Find out inside...

64 PARASITE EVE 2

The first Parasite Eve game never made it to Australia, which is a damn shame seeing as it was one of Square's more innovative titles. The sequel made it though, and not a moment too soon. If you're a fan of Resident Evil style action, you'd better get changed for P.E.

66 FORMULA ONE 2000

Psygnosis finally seem to have stabilised their F1 license, after the fiasco that was F1 '98. Still, this offers only minor improvements over F1 '99, so it bears close examination to judge its worth.

68 KOULDELKA

More exploration action, again with a feel superficially similar to that in Resident Evil. Kouldelka is more of a RPG, though, with more traditional wandering monsters and such.

70 F1 RACING CHAMPIONSHIP

Ubi Soft enter the F1 arena with an unlicensed, yet none the less polished product. What makes this one stand out, though, with so many others on the market?

72 POOL PALACE ACADEMY

The sequel to Pool Hustler. If there are no pubs near you, this could be a blast.

73 MR. DRILLER

Retro-stylin' like a mofo, Mr. Driller really knows how ta' get down, you dig?

74 CRISIS BEAT

The scrolling beat-em-up genre doesn't get much worse than this.

75 GALLERIAN'S

An interesting, if average adventure game with high levels of drug use.

76 MOTO RACER WORLD TOUR

This is a very realistic motorbike simulation. But is that a good thing or a bad thing?

77 MONSTER RANCHER

The PlayStation's answer to Pokemon, this game is disturbingly addictive.

79 RC DE GO

The most realistic remote controlled car game yet, if you can believe that.

79 NASCAR RUMBLE

Highly unrealistic racing action, with an official NASCAR license, no less.

81 ATV POWER QUAD RACING

They're like dirt bikes, but twice as dangerous. This is a safe alternative.

81 WACKY RACES

Remember this cartoon show from the 70s? No? Maybe you should play something else.

83 SYDNEY 2000

No stars, no depth, no challenge. No kidding! Just a license and a lot of button mashing.

83 SILENT BOMBER

Reminiscent of Spy Vs Spy and other rock bands, uh, I mean C64 games.

TENCHU 2: BIRTH OF THE ASSASSINS

A game celebrating the life-style of sneaky back-stabbers. Hooray!

FACT FILE

- Publisher
Activision
- Developer
Sony Music
- Genre
3D Stealth/Action
- Release Date
Out Now
- Expectations
More cool Tenchu goodness, but with the bugs ironed out

ALTERNATIVES

- Syphon Filter
- Tenchu ▼



"I'll teach this guy to dress like a girl!"



Hands up who's blind to the whims of fashion

I was a big fan of the original Tenchu when it was released a few years ago. The innovative stealth-based game-play, the atmospheric 3D environments and the expressive sounds and graphics overshadowed a few notable bugs, making for a unique and captivating gaming experience. So when I heard that a sequel was being made, I couldn't wait to sink my teeth into a fresh bundle of Ninja-based antics. So how does the sequel to such a great game stack up?

THE DIFFERENCES BETWEEN BOYS AND GIRLS
Tenchu 2: Birth of the assassins takes place before the events of the first game. In fact, the game starts with the ninjas from the original Tenchu just finishing their training. From here it

follows the story of the betrayal of House Ghoda and the subsequent campaign of honour-restoring revenge. As with the first Tenchu, when you first start a new game, you must choose whether you wish to play as Rikimaru or Ayame. Rikimaru is a stoic, macho young man who prefers to use a single katana on his foes. Ayame on the other hand is a lithe, feisty young lady who prefers to employ paired wakazashi short-swords. Apart from the cosmetic differences in the character model each uses, they also have slightly differing attack methods. Whereas Rikimaru strikes with a few deliberate, powerful sword strokes, Ayame attacks with a flurry of faster, though less potent blows. Also, though each character generally plays on the same map for each mission, the goal for that map will differ. So in essence, there are two



Ever wondered what your insides look like?



starting paths within the game, one for each character. In addition, once the game has been completed using both characters, a third ninja will be unlocked allowing for even more difficult missions.

YOUR CAREER IN THE SHADOWS

Once you have selected the ninja you wish to play as, you begin the game in a training area. Here the game issues instructions on the wide range of movement and combat options available in Tenchu 2. This includes running, crouching, sneaking, rolling, jumping, swimming, throwing shuriken and fighting. Once you have had enough training, you must go to your teacher's house, where he will give you your final test, which is actually your first mission. Once this mission is completed, your teacher declares you to be a bona fide Azuma ninja, and your career in the shadows of ancient Japan begins in earnest. Subsequent missions are allocated to you in a linear fashion as dictated by the story. Before each mission you will be given a briefing in the form of a cut-scene which also advances the story. Such scenes are mostly rendered with the in-game engine. The goals of the briefing will then be summarised into point form. The final step is to select additional items to help you in your mission. These include basics such as health packs and shuriken, though as missions advance, you will be assigned more complex and powerful items. Veterans of Tenchu will be instantly familiar with the style of play in Tenchu 2. For the uninitiated, in the

course of each mission your ninja must traverse a 3D environment patrolled by a range of enemies such as guards, ninjas and dogs. It is best not to directly engage these foes, but instead you should employ stealthy tactics. For example, a single blow to an un-alerted guard will kill him instantly, whereas in direct combat he would require several blows and would be able to



Hmmm... explosion clipping. I thought they'd fix that



Perhaps a better choice of camo?

return the favour. To assist you in your sneaking endeavours there is a readout that measures the level of alertness for the closest enemy. If this readout is blank, there is no enemy nearby, whilst higher readings indicate the proximity of a bad guy. In addition, the colour of the readout indicates exactly how aware the enemy is. A blue bar means that they are none-the-wiser. In this state the enemy is most vulnerable. They will keep walking their patrol routes and are vulnerable to one-hit kills. An exclamation mark on a yellow background indicates that the guard may have heard you or seen something out of place, raising his alertness. A purple triangle with two exclamation marks means that a guard is aware that you are in the

area and will actively search for you. A red symbol means that the guard has actually seen you. When this occurs they will issue a verbal challenge and attack. This is where the game really starts to fall down.

CAMERA SHY CONTROL FREAK

Though the engine does a pretty decent job of facilitating stealthy movement, hiding and backstabbing, it is sorely

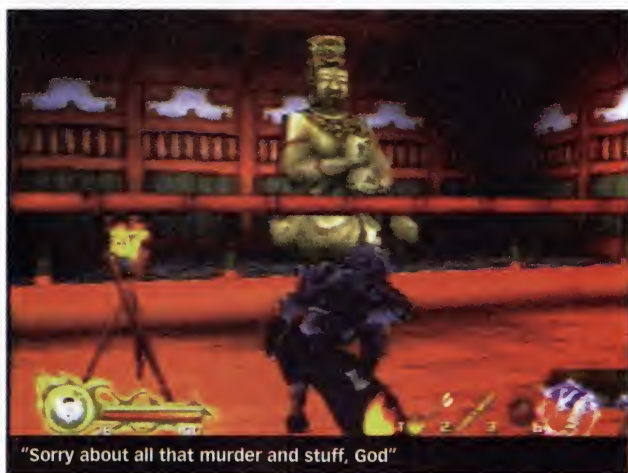




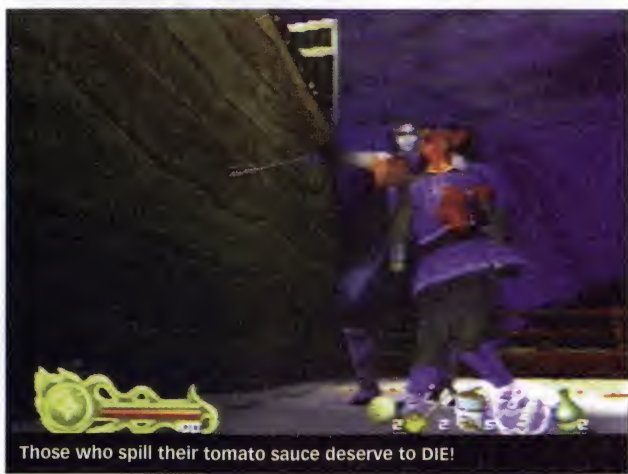
"Mind if I feel how buff you are?"



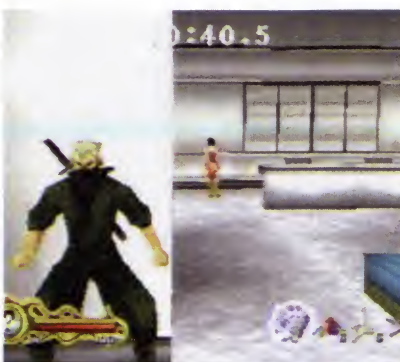
Fashion disaster or natural disaster?



"Sorry about all that murder and stuff, God"



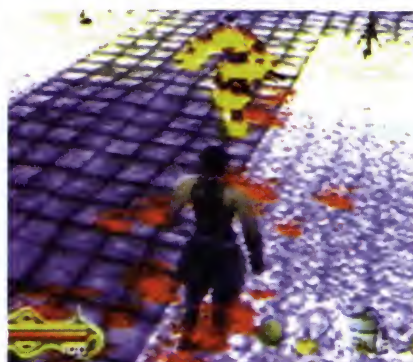
Those who spill their tomato sauce deserve to DIE!



lacking when trying to fight an alerted enemy. This is mainly due to very problematic camera angles. In fact, it seems like ninety percent of your time in combat is spent desperately rotating the camera, trying to face your enemy. Furthermore, your attacks often carry you right through your target, leaving you with your back exposed. This is bad enough when you are facing regular grunts, but it makes this just about impossible when it comes to fighting bosses. After you have stalked and slashed your way through the level you will usually be confronted with a boss of some form. These can not be defeated with stealth and must be engaged in face to face combat. The bosses are usually difficult to kill due to their high hit points and their ability to block ninety-five percent of the attacks you try to hit them with. It is not uncommon to skilfully complete a level without being hit once, only to arrive at the boss monster and, thanks to the shonky controls and camera angles, be rapidly killed in a clumsy, desperate, frustrating battle. To make matters even worse, there is no in-game saving or respawning, meaning that you have to hack your way through the entire level again, just to face the same boss and repeat the whole annoying process.

GRAB BAG OF PROBLEMS

Though this is the most annoying problem with Tenchu 2, it certainly isn't the only one. For example, there are also a few graphical problems. Not only is there fogging, pop-up and the occasional occurrence of slow-down, but there are also issues with line of sight. I have had guards see my ninja, despite the fact that he was pressed against a wall and didn't have a single bit of his body exposed. I also saw many cases of clipping through objects. Another cause of great frustration is the grappling hook. Whereas it was simplicity itself to use this device in the original game, it has been made far more difficult to use in the sequel. Specifically, ninjas frequently fall from ledges that the hook carries them to. You have to tweak the facing of your



character perfectly; otherwise they will not be able to find a handhold on the ledge they are aiming to climb. Also, you can not be standing directly against a wall to climb it, otherwise your ninja will take a tumble. Finally, the map provided in game is nearly useless. It is very cluttered, and it becomes difficult to tell exactly what the packed, squiggly lines exactly represent.

The game does have a few moments of brilliance. The one-hit kills in particular are very cool. These are usually accompanied by a brief cut-scene showing your ninja killing the hapless enemy. These scenes vary depending on the range and angle to the target. Whatever the attack, it usually ends with the enemy turning into a fountain of blood, streaming copious amounts of fluorescent red all over the place. These cut-scenes are an added incentive to play the game in a stealthy fashion. The stealth aspect itself is a refreshing interlude from the countless straightforward action games around. Surveying the terrain, choosing a concealed path for approach, then stalking an enemy, looking for patterns, before finally making a silent takedown can be a lengthy process, but the satisfaction is worth it. There are also a few nicely designed levels, though others are somewhat scrappy.

THE WONDER OF CREATION

Another important feature is the mission editor that comes bundled with the game. This grants you the ability to create entire levels of your own design. It is quite a powerful editor, though not overly complex. It gives you the ability to place terrain as you wish, allowing you to build complete environments just like the pre-packaged missions. You can then populate your map with enemies and give them patrol routes to follow. Finally, there are a variety of goals that you can set for your map. Though it doesn't take long to learn to use the editor, it does take quite a bit of time to make a detailed level. Also, the tile-set and enemies that you can place in



GAME FEATURES



Memory Card



Single Player



Dual Shock Compatible

a mission is restricted to what you have encountered so far in the game. Once you have created your map and populated it with foes, it can be saved and played through as a normal mission. This means that, if you have the time to spare, a great deal of replayability can be added to the game. It is unfortunate that the PSX doesn't have a better method for distribution of user-made missions than swapping memory cards.

DISAPPOINTMENT, FRUSTRATION AND DESPAIR

Overall, I have to say that Tenchu 2 falls far short of

beating the first Tenchu. I had high expectations, but I don't think it would have been

such a stretch to meet them. All that the developers had to do was to iron the control and camera angles from the first game out, give us twenty or so new missions, throw in a few new moves, characters and weapons, and they would have had a winner. Instead, the problems from the first game seem even worse now, making head to head combat



frustrating and difficult. The graphics are slightly better, but there are still glitches here and there. The camera angle problems seem much worse than in the original game; your view always seems to be lagging behind. Instead of focussing into the distance, it focuses on the ground a few meters in front of your ninja's feet. Given that the developers have had two years between games, it is hard to see how they failed to address these issues. It's a shame, because there was definitely the potential for the game to be a masterpiece. As it is, after you have expertly played the same mission through eight times only to succumb to the combination of a near-invincible boss and schizophrenic controls, you will become discouraged from bothering to try again. This highlights the strengths and weaknesses of Tenchu 2; it's a fun stealth game, and a very poor fighting game. Diehard fans of the first game will be able to look past the range of serious problems and persevere through the whole game, and it's a worthy challenge, but people looking for perfectly balanced gameplay, or those looking for an improved version of the first Tenchu will be somewhat disappointed.

Rodney Gall



"The wardrobe thieves went thatta-way"



Lots of cats will dig this game

Australian
Station

■ GRAPHICS:	★★★	Nice in places, aging in others
■ SOUND:	★★★	Some nice combat sounds, cool music
■ GAMEPLAY:	★★	Marred by severe control problems
■ DIFFICULTY:	★★★★	Frequent annoying bosses and shoddy controls
■ LIFESPAN:	★★★★	Easy-to-use mission editor for unlimited replay, 29 missions

83
PERCENT

PARASITE EVE 2

What happens when good mitochondria go bad?

FACT FILE

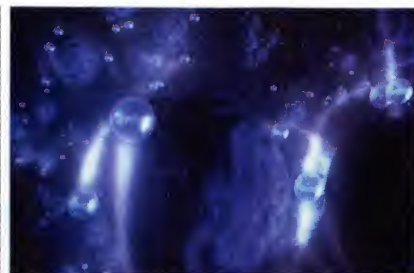
- Publisher
Sony
- Developer
Square
- Genre
Survival Horror/RPG
- Release Date
Soon
- Expectations
Fans of the Resident Evil series will love this

ALTERNATIVES

- Resident Evil Series
- Dino Crisis
- Silent Hill ▼



Have you tried Herron Paracetamol?



For those of you who bothered to import the original *Parasite Eve* and thought, as good as it was, it did not have quite enough action and relied a bit too heavily on CG movies to progress the plot along - don't worry. Because about the only similarities between PE and PE2 is the mitochondria and that you still play the totally gorgeous Aya Brea. Good enough reasons to play this game? Absolutely!

After the schlimazel that saw us completely miss out on the original classic *Parasite Eve*, the local distributors have gotten their act together to bring you PE2. Missing the first in the series isn't a handicap in PE2. However, a bit of history won't go astray either.

The original PE was a Square RPG based on a novel by Hideaki Sena. The game tells the story of a New York cop, Aya Brea, and her struggle with an epidemic of parasitic mutating mitochondria that could be "awakened" by a

mysterious woman named Eve.

Awakened mitochondria use their power to change the body into hideously deformed mitochondrial monsters. Luckily for us, back in 1997, Aya Brea, immune to the mitochondria, toasted all the bad guys.

Parasite Eve 2 picks up 3 years later on September 3, 2000. It seems that the mutating mitochondria were never completely wiped out, but moved out west to mutate the good folks in California.

The US Government established a special organisation, M.I.S.T. (Mitochondria Investigation and Suppression Team), to deal with the NMCS (Neo-Mitochondrian Creatures) and to keep them secret from the public. Aya Brea did such a good job in New York that they have moved her to the Los Angeles based M.I.S.T. to help deal with the problem.

This is where you step in as Aya Brea, now even more gorgeous as her mitochondria have

made her grow younger since the first incident. Aya soon uncovers a plot to take over the world and place NMCS as the dominant creatures. You must not only control your own mitochondria, but race against time to find who is behind this new uprising before they can amass an army of NMCS and succeed in their evil goal.

PARASITIC TERROR

Lots of changes have occurred in the second installment of the *Parasite Eve* series. Gone are the real RPG elements like the turn based battle system. PE2 not only looks like, but plays like RE:3 or *Dino Crisis*. This makes PE2 a far more suspenseful and action packed game.

Square couldn't completely shake the RPG elements and subsequently you will come across a number of RPG puzzles to solve. Your new Parasitic Powers also freeze the action like a typical RPG and this can detract from the overall nail biting tension of having to frantically





GAME FEATURES

- Memory Card
- Single Player
- Dual Shock Compatible



reload your M4A1 while some dirty great NMC is trying to pick you up and toss you like a rag doll.

Other RPG hangovers include the ability to buy ammo and items and thus, if you run low, it is merely because you did not purchase enough.

Hardcore gamers may also be bummed that they have to play through the wimpy easy mode first, to reach the harder levels - like the death mode. Don't let this put you off, stick with it and unlock Squal's FF8 gunblade, complete with shottie shells, to really kick some NMC butt!

On a positive side, items don't magically move from box to box as you progress through the game. If you want an item you had better grab it on the way, as you may not be able to backtrack to get it later. Also you need to think what you may want in a fight because the only items available once a battle starts are the ones you attached to your armour.

Aya has a target that flashes on the screen that makes her deadly accurate and this can be shifted from enemy to enemy with the press of the square button. The R1 and R2 buttons are triggers for fully automatic or single shot fire. This is good as you can sometimes sneak Aya up on unsuspecting NMC's and unload a pile of hot lead into 'em before they realize she is there while, others can be picked off at a distance. NMCs can also be tracked on a sort of parasitic radar.

FIXED CAMERA ANGLES

In the tradition of Survival Horror, camera angles have been fixed and you have no control as to whether the camera pulls back or follows you to your next destination. Generally the fixed angles are very well done but on occasion, you can get the annoying situation where a NMC appears

from an angle you cannot see.

Even so, this does not detract from the fact that PE2 is visually stunning, CG movies are truly graphic as humans plead for help as they transform into monsters. This helps to put you on the edge of your seat. In game pre-rendered backgrounds are very realistic and prominent LA landmarks are easily distinguished. NMCs look nasty and realistically deformed and Aya's reflections in windows will let you know that the PSX still packs a hefty graphical punch.

So why bother getting PE2 if it plays so much like RE:3? Well, RE:3 uses the tried and true escape from hell if you can scenario, where as, in PE2, you gotta go in and get your hands dirty. Hey, in PE2 you gotta think like the enemy to exterminate those menacing NMCs.

Scott Riddiford

Australian Station

■ GRAPHICS:	★★★★★	Gives RE:3 a run for its money
■ SOUND:	★★★★	Nice tunes to put you on the edge of your seat.
■ GAMEPLAY:	★★★★	Good puzzles and action with different endings
■ DIFFICULTY:	★★★	Initial level is easy but you try the Deadly Mode
■ LIFESPAN:	★★★	Play all the modes and you will be out of circulation for a week

88

PERCENT

FORMULA ONE 2000

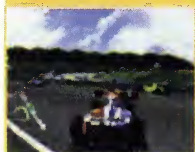
The long awaited sequel to Formula One '99

FACT FILE

- Publisher
Sony
- Developer
Psygnosis
- Genre
Formula 1
- Release Date
October
- Expectations
Honestly? Exactly the same game as last years Formula 1, but with minimal tweaking

ALTERNATIVES

- Formula 1 '99 ▼
- Formula 1 '98
- Formula 1 '97



Motion blurring. They make such a big deal about it these days...



Those Lego bricks are actually a "crowd"



These guys must be dissing each other's lame corporate sponsors

Why does this series keep getting an annual update? I mean, technically Formula 1 is a sport, and yes, aspects of the Formula 1 series do change from year to year, but is it enough to warrant (as in "deserves," not as in "dodgy 80's glam rockers") a whole new game being pumped out every 12 months?

Seriously, what changes in the Formula 1 world every year that can make each game fresh? The drivers don't change teams all that often, rarely are new circuits added to the championship, and there aren't that many exciting rookie drivers coming through the ranks. All that Psygnosis can do to their Formula 1 titles is to try and beef up the graphics, tighten up the frame rate and hopefully walk that delicate line that allows the game to be enjoyed by fans of fast-paced action and also have enough depth so the petrol-heads can customise the air pressure in each individual tire to shave 0.00001 seconds off their lap time.

REFINED, CULTURED, ALMOST CLASSY

Luckily for the F1 fanatics out there, Psygnosis have taken the tried and true road when creating this sequel and simply added little bits and pieces to what they already had in place with F1'99. This obviously has its positive and negative points that are quite easy to find.

Of course the most obvious negative point is that the game is hardly a "new" piece of

software. If F12000 was a PC title it would probably be viewed more as an expansion pack than an entirely new game. Yes, there's a new track - the Indianapolis Grand Prix. And Jaguar are in the game for the first time. But this hardly constitutes grounds to churn out another F1 game now, does it?

And on the flipside of the coin...maybe it's a case of Psygnosis choosing the lesser of two evils. Those evils being keep the game very much like F1'99 or try and make a much better game while overhauling the engine. If you were unfortunate enough to pick up a copy of F1'98, you'd understand why. Psygnosis handed development of this game to another team entirely, who really f#*ked up the series. So who knows, maybe now Psygnosis feel that the series is good enough so only minor changes will be implemented from now on.

NEW, AND SLIGHTLY IMPROVED

As I mentioned very briefly before, the graphics have been touched up just enough as not to totally insult our intelligence. In particular, the tracks look like they've been worked on the most. Quite a bit of detail has been thrown into the reproduction of each circuit, and while the visuals are nowhere near the level of a PC in terms of the sharpness of the textures, at least the effort has been put into the game to make it look as much like real-life as possible.

The cars also look quite good, but not much



has changed in the way of the car models and graphics from the earlier F1 games. This isn't such a bad thing though, as with the amount of cars on the track at once something has to give and that seems to be the detail in the cars. It doesn't matter too much anyway, as all you need to know with the cars is that the red car goes the fastest. End of story.

You shouldn't be noticing the few graphical faults anyway, as the game runs at a very nice frame rate. Scenery flies right past at a scintillating pace, and with very little pop-up. You better make sure that you've done quite a bit of practicing on each track though, or otherwise you'll find that a bunch of opposing cars will fly right past you too.

REALISM - REMEMBER WHAT THAT IS? Word of advice - you will need to do your homework on each track. Powersliding is not an option in F1 games and F12000 is no exception. In games like Ridge Racer (and to a lesser extent, Gran Turismo) you can hit the corner at close to full-speed, throw out the anchors and slide around the corner. Try to do that here and you'll slide straight off the track. You'll need to approach the corner quickly, apply breaks, enter corner slowly and accelerate out of it. If it sounds a little tricky, it is, and it's exactly how real-life F1 drivers have to take corners. It just means you'll have to read the track very well and know when each corner is approaching.

Also, make sure you've got your engineers cap on and have read up on your mechanics text books, because you're going to have to customise your car a hell of a lot - too much maybe. Almost anything you want can be fiddled with (insert your own smutty joke here), and each change does make a noticeable difference when you're racing.

TRADE YOUR HELMET FOR A DUNCE CAP If that sounds all a little bit too daunting, then you might want to try the Arcade mode. It's basically like the standard races but with the physics eased up a bit and with car damage off. This mode is fun in a pinch, but it lacks depth and replayability.

Finally, the sound effects are awesome. Each gear change sounds just as it should, the engines hum, squeal and whirl better than a porn star and the sound of Murray Walker commenting just adds to the atmosphere. Murray can get a little over-enthusiastic at times, but hey, that's just Murray being Murray.

This is a tricky game to recommend because it's so similar to its predecessor. Time to bring out the gaming clichés - if you're a fan of the Formula 1 series, this game is for you. If you've got F1'99 then you should probably give F12000 a rental first, and see what you think.

Wesley Willis



Australian
Station

■ GRAPHICS:	★★★★	Very crisp and great sensation of speed
■ SOUND:	★★★★	Engines sound as authentic as and Murray Walker adds atmosphere
■ GAMEPLAY:	★★★★	Mainly for the sim fans though
■ DIFFICULTY:	★★★★	You will need to practice if you want to do well
■ LIFESPAN:	★★★	Hopefully the high learning curve won't put you off

90
PERCENT

KOUDELKA

Liked Resident Evil, but found it far too interesting? This game can help...

FACT FILE

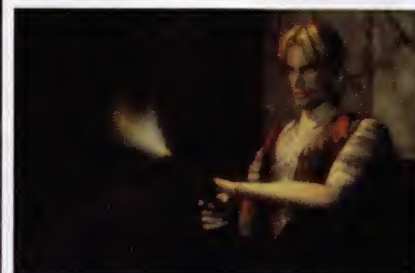
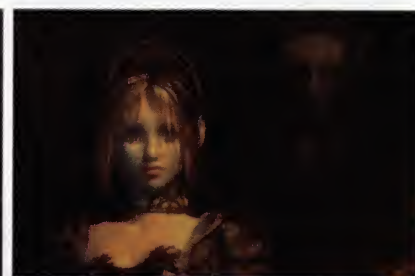
- Publisher
Ozisoft
- Developer
Sacnoth
- Genre
Horror Adventure
RPG
- Release Date
Out Now
- Expectations
A more gothic take
on the Resident Evil
genre.

ALTERNATIVES

- Resident Evil III ▼
- Final Fantasy



Why are all the pretty games so stupid?



Sacnoth had hoped to merge two popular game genres in order to bring out a new game with a difference. Koudelka is the result. It features the adventure aspect of games such as Resident Evil and the tactical, turn-based combat system of role-playing games like Final Fantasy. The question remains now - can Koudelka lasant, the mini-skirted, enchanted, femme-fatale heroine of this game, deliver the goods?

The mystery of Koudelka is unravelled through extremely well-done FMV cut scenes and

by the church to investigate the strange goings on in the monastery. These guys may seem like a mismatched threesome but they each contribute their unique aspects to make the story more interesting.

MANAGE DE THREE

Koudelka will give gamers an above average visual experience. The scene is dark - the way it is meant to be. The backgrounds are textured and detailed although can be quite dark and hard to distinguish at times. This is a matter of style rather than poor graphics - after all there is meant to be an evil and gothic feel to a haunted monastery and the way they did this works pretty damn well with the theme of the game. The developers have definitely taken advantage of the four-disc package as it is jam-packed with nicely voiced-over cutscenes and FMV's.

voice acting. No dialogues to read through in this one, and that is a bonus in terms of entertainment value. You can sit back, watch, listen and be entertained to an extent, if only for a little while. Koudelka is beckoned by a mysterious voice from the monastery. She comes across Edward Plunkett in the beginning, who went there for more gratifying reasons (why would anyone look for fortune and women in a monastery???) The duo is later joined by Father James O'Flaherty who was sent

Depending on people's taste, the dialogue can be found to be quite decent, but it can sometimes verge on the cheesy side of things. It's as if Hollywood scriptwriters from television were hired for the job. The voiceovers, when coupled with the moody cutscenes, produce quite an effect on the player. Like one scene when Koudelka allows herself to be possessed by the

tortured spirits roaming around the place. If you're playing this game in the middle of the night with the lights turned off, don't be surprised to find the hairs on the back of your neck stand on end and feel goosebumps overcome your whole body. It can be rather creepy.

WHERE'S THE BEEF?

What Koudelka lacks is engaging gameplay. This is the part that sucks the most. What's a game that looks good if playing it is an excruciating experience??? The storyline is good and it is actually very interesting. It makes you want to delve into the game and explore and find out how the story unfolds. But then there are snags. Exploring the scene is hampered by battles that Koudelka gets sucked in to unknowingly. These battle scenes are actually puzzling. It's a strategic, turn-based





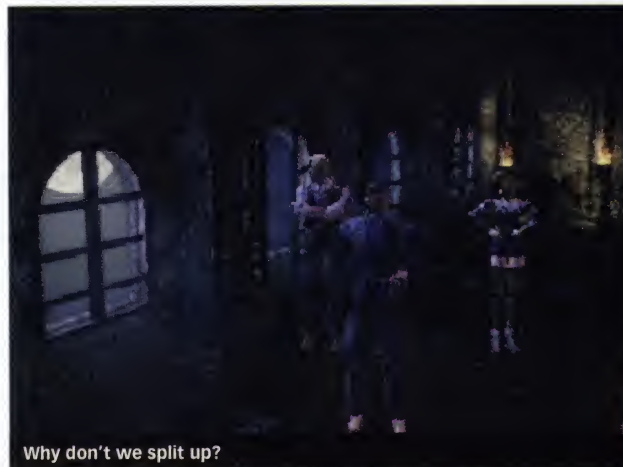
Did you remember the bullets this time? Did you? Huh?



Is it hot in here?



This game is not decent. Quite indecent, actually.



Why don't we split up?

combat in a grid-like battlefield and it's not unlike playing a game of chess really. It's tedious, boring, and not very challenging. RPG fans will be better able to appreciate this kind of combat system. However, gamers who prefer the excitement of direct battle, hacking and stabbing at the freaky fiends will find this aspect of the game a big minus. And what's with never knowing when you'll get pulled into the fighting arena? The battles are totally random! There's Koudelka, walking around to explore what's in the room and then swoosh! The scene dissolves and some eerie fighting music comes on and she's face to face with another creepy creature to defeat. There's no telling when this will happen and it is very, very annoying as it severely affects the flow of the game. There can even be a time when Koudelka had just finished a battle and the scene is back in the room, and as she takes two steps to continue her exploration she gets pulled into the fighting arena again!

UN-LETHAL WEAPONS

Another minus is that weapons are hard to come by. You can sometimes find them when exploring a room, otherwise you'll be rewarded a weapon after defeating an enemy. There are no stores or NPCs to buy items or weapons from. Koudelka and her partners are forced to

use their weapons sparingly as well since they all have a limited lifespan - except their bare hands of course. And it's these bare hands that they're left fighting with at times since it is best to save the usage of the good weapons for the enemies that are harder to defeat. It would also have been useful if there was a way to find out in the status box how worn each weapon was. At least then you can gauge how much more use you can get out of each one. It's annoying that the damage made to the enemy does not reflect the type of weapon that was used to cause it (like in, say, Vagrant Story, a much better game). This is another RPG aspect since experience and strength has to be gained for each weapon as the game progresses. You will find that sometimes a lady's knife can create more damage than a metal axe.

PRETTY FACE/DUD ROOT

The strangest thing about this game was the music for the battle scenes. It's a conglomeration of ethnic music... kinda Japanese sounding with the panpipes but also Spanish sounding with the rhythm at times and at other times you can't really pinpoint it to anything specific. For combat music it is so unsuitable. Instead of making gamers want to fight it will tend to make them want to sleep. Then again, maybe this was all part of their plan



If in doubt, start off with a half

to be "different".

It's a pity but Koudelka is just another pretty face. It's gameplay basically kills it. This game is too slow and too damn frustrating. Since the only thing good it has is a storyline, it's probably a good idea to call one of them fancy Hollywood producers. Maybe they'll have a better chance at making this work. It certainly doesn't work well as a game.

Mimmette Roldan

GAME FEATURES

Memory Card

Single Player

Dual Shock Compatible



Australian
Station

■ GRAPHICS:	★★★★	The only enjoyable part of the game
■ SOUND:	★★★★	Excellent voiceovers but it's a pity about the battle music.
■ GAMEPLAY:	★	Your first battle is enough to put you off playing this game
■ DIFFICULTY:	★★★★	The battle with boredom is your greatest challenge
■ LIFESPAN:	★★	If the monotony doesn't get to you the tediousness will.

55
PERCENT

F1 RACING CHAMPIONSHIP

Where's the fire, son?

FACT FILE

- Publisher
Video Systems
- Developer
Ubisoft
- Genre
Racing
- Release Date
October
- Expectations
Fast cars. Racing.
Fast.

ALTERNATIVES

- Formula 1 2000
- Formula 1 '99 ▼
- Formula 1 '97



Ubi Soft's F1 racers keep getting better and better. Just as well, because it's a crowded market...

If there's one thing that youngsters crave and lust for, it's speed. Eye-bulging, adrenaline-pumping speed. Ubisoft's F1 Racing Championship offers speed aplenty, even if only in virtual form. Sure, you won't actually feel the G's as your car veers around viciously tight bends in the track, but then you won't feel it when your car plows into something solid at 300 KPH, so I guess it all evens out.

Obviously enough, F1 places you in the driver

seat of a sleek, low-slung racing car. The first option screen lets you choose from arcade or simulation style play. The primary arcade mode is "Pick up and play" which minimises the range of choices you must make and gets you straight into the action. This mode offers a fairly standard style of play where you must race against the clock as well as computer controlled opponents. A series of checkpoints must be passed to put more time on the clock and stay in the race. The other arcade mode is "Duel"

which pits you against another human player in split screen racing action.

DECISIONS, DECISIONS

The more comprehensive mode is the simulation option. Here you have the options of running a single race, a duel, time attack or the extensive championship mode. When playing a simulation game, you are given a much wider range of choices. First of all, in addition to selecting your team, driver and transmission type (as must be



GAME FEATURES

- Memory Card
- 1 or 2 Players
- Dual Shock Compatible

done in arcade mode), you are also taken to the garage screen. Here you can customise your car, affecting the four different handling ratings of your car (speed, acceleration, grip and braking) in different ways. There is a veritable plethora of options from the sensitivity of the transmission to the angle of your tyres to the mix of oil you use. All of these options may seem a little overwhelming, but the effect of each modification is reflected by a status bar next to each handling characteristic. For example, changing tyre type may result in an increase in the grip rating, but a decrease in acceleration. It is up to you to configure the car until the ratings reflect your individual driving style. It is possible to simply take the default configuration, and after modifying a range of cars that proved to be humiliating failures, that's what I settled for.

If running a single race, the next option is to select your desired track, of which there are countless from which to choose. From Sao Paulo to Melbourne's Albert Park, each track is represented with varying backgrounds and advertising. Race in Melbourne and you'll see advertising for Qantas and AMP, which, although far from thrilling, is indicative of the attention to detail found throughout the rest of the game. There are also a number of game settings that can be altered. These include weather effects, the number of laps to be completed, the realism of crashes and so on.

SPEED, GRASS, DUST AND SMOKE

Once you are happy with your choices it's time for the action to begin in earnest. The first thing that struck me was the heat-induced haze shimmering in front of my car. This is the first of many nice effects that will strike you throughout the game. Sparks shoot from the belly of your car as you scrape the track surface, grass and dirt get stuck in your treads if you end up off-road and smoke rises from your tortured tyres when you slam on the brakes. The cars look neat and detailed up close, but the fact is that you don't really have enough time to ogle them. The backgrounds are not the most beautiful things you will ever see, but as mentioned earlier they give flavour to the tracks. Other nice details are the blimps and helicopters present in some locations. The sound is also of a generally high quality. For the most part you will be listening to the roar of the engine, the cheering of the crowd, the squealing of the tyres and the occasional grinding crunch as your expensive, customised wonder-car becomes an expensive, customised missile, careening out of control into a thoughtlessly-placed wall. Not a great variety of noise, but it does the job perfectly.

As far as actually playing the game goes, if you've ever played a racing game before, then you'll know what to expect. Accelerate, brake and steer your way around the track, doing your best to overtake the other cars and prevent them from overtaking you. Each race will last for

a minimum of six laps, and up to seventy or more for the truly die-hard racing fan. It is possible to end a race earlier than the lap count by either smashing your car or being penalised for dirty driving. However, as much fun as it is, you're not going to win with side-swiping or head-on collisions. Viewpoints can be changed from above and behind your car to down in the driving seat itself.

DO YOU REALLY HAVE A NEED FOR MORE SPEED?

At the end of the day, racing games either appeal to you or they don't. It's certainly a genre with its fair share of contenders. So what sets F1 Racing Championship apart from the rest? It doesn't offer any dazzling breakthroughs in racing gameplay, chances are you've seen it all before. What F1 does offer is a wide range of options to customise the game to suit your own tastes. It is difficult to find any faults with the game. At no point whilst you're playing do you think "well that sucks". But on the other hand there's not really anything new or dynamic that takes the racing genre to the next level. As such, if you've already got a decent racing game (or two) then chances are that you won't find much new in F1. But if you're looking for something to fill your racing void, then you should find that F1 fit's the bill perfectly.

Rodney Gall

Australian Station

■ GRAPHICS:	★★★	Neat, detailed, varied
■ SOUND:	★★★	Strong, convincing effects and the occasional dope beat
■ GAMEPLAY:	★★★	The cars handle well, their performance can be tweaked to suit
■ DIFFICULTY:	★★★	Wide range of reality toggles for customizable difficulty
■ LIFESPAN:	★★★	Did I mention all the options?

83

PERCENT

POOL PALACE ACADEMY

Balls! In every colour of the rainbow!

FACT FILE

- Publisher
Ubisoft
- Developer
ASK
- Genre
Pool Sim
- Release Date
Out Now
- Expectations
A pool game that doesn't suck

GAME FEATURES

- 1 or 2
Players
- Memory Card

ALTERNATIVES

- World
Championship
Snooker
- Pool Hustler ▼



Yes, games that are based on slow-paced sports can be quite difficult to make fun. It's like, if playing the game in real-life ain't that much fun, how can it be made more fun on the PlayStation? There are some notable exceptions though. For instance, if someone said how would you like to play a racing game where you're the only car on the track, you'd think it was boring, right? Colin McRae Rally proved that wrong.

The same goes for pool / snooker games. The sport isn't really the most exciting activity in the world, and the real fun comes from the fact that most pool tables are located in pubs, so when you're playing pool you're generally also with a bunch of friends, perving on sheilas (or guys, if you're a woman or gay) and drinking lots of alcohol. And unfortunately, Pool Palace Academy has taken the boring parts of pool, emphasised them, and handed them to us without a six-pack of beer and a posse of friends to make it bearable.

A BORING LEGACY

Pool Palace Academy is the sequel to the equally boring Pool Hustler, and unfortunately the developers have done nothing to make the game more enjoyable to the average punter. Unless of course, you feel that adding some pointless FMV of a Japanese pool champion (who looks nothing like Al from Happy Days)

counts as an "improvement".

This FMV kicks in after you have successfully performed an "Artistic" shot. I did not make up that name either, it's actually a FEATURE of Pool Palace Academy - the "Artistic" shot. This is basically the trick-shot section. You're given the instructions on how to do each trick though...where's the logic in that? Isn't the fun meant to be in finding out what to do?

While I'm bitching...the sound! Oh my goodness how crap it is. It's like I'm watching a porno, but without the thrill of seeing a naked, busty blonde on the TV. Actually, saying that the music is the standard of a porno is being generous. If you're having trouble sleeping just listen to the Pool Palace Academy soundtrack.

POOL IS COOL

The acruX of Pool Palace Academy is exactly the same as Pool Hustler - work your way through the ranks of the various hustlers that hang out in pool halls across the country. This is fine in principle except for the fact that the pool halls and hustlers have no atmosphere and personality, respectively. The main reason that the halls lack atmosphere is the appalling music. Everyone knows that the rocking pool halls play nothing but Cold Chisel! The boring hustlers don't give you any reason to want to beat them either...they're just "there". They need to be baaad mutherfuggers!



Line up the shot...



Think about it...



Check the stats...



Keep thinking...

Unfortunately for fans of pool, this game won't keep you out of the pool halls. It's marginally more fun with friends, but if you've got friends around and you want to play pool, you'll have a lot more fun by actually getting up off your fat asses and doing it for real.

Wesley Willis

Australian
Station

■ GRAPHICS:	★★	Boring, boring, boring
■ SOUND:	★	I cut my ears off
■ GAMEPLAY:	★★	Frustrating, frustrating, frustrating
■ DIFFICULTY:	★★★	Very very frustrating!
■ LIFESPAN:	★★	Very very short

51
PERCENT

MR DRILLER



Kiss me, kill me, drill me, kill me.

FACT FILE

- Publisher
Sony
- Developer
Namco
- Genre
Puzzle
- Release Date
September
- Expectations
The latest variation on the Tetris clone

GAME FEATURES

- Single Player
- Memory Card
- Dual Shock Compatible

ALTERNATIVES

- The Next Tetris
- Kurushi Final ▼



Each level begins innocently enough



But soon becomes a perplexing mire



Even Tetris didn't bring the threat of death

Never before has there been a more straight forward title to a game. The lead character is a man with a drill, Mr Driller. It's so simplistic and descriptive all in one that I'm stumped. So what does Mr Driller do with his drill? Why he drills, of course (That's another stroke of genius). This game is brought to you by Namco, better known for Ridge Racer, but way back when they were responsible for arcade classics such as Pac-Man and Dig Dug and that's where this game draws its inspiration, with a little splash of Tetris thrown in the mix.

So, you may be wondering what you actually do when in control of our industrious little buddy. Well, for some reason, best explained by

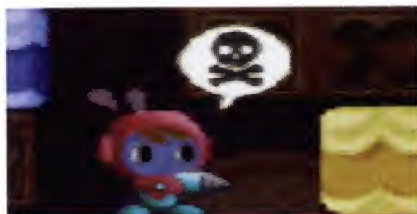


a dodgy storyline, blocks are growing out of the bottom of the screen, which is the ground to the in-game characters. It's Mr Driller's job to burrow his way through as many of these gelatinous cubes as possible, giving him access to greater and greater depths.

JOURNEY TO THE CENTRE OF YOUR BRAIN

Once a block has the block under it removed it falls (hello, gravity) until it lands on another block or on Mr Driller himself. If the latter occurs it's sayonara to the man who likes to dig up the lan'. Oxygen is also important to you so air pellets have been strategically placed around the level. Chomping them down can prolong your existence unless, of course, you have an aforementioned encounter with a rock. That's pretty much the guts of the gameplay mechanics.

The graphics are the cartoony/animey kind of thing that won't offend too many people. This



isn't the kind of game that will be cited after next week's schoolyard killing as being a main factor in the disturbed mind of some American boy but it will occupy your brain past closing time. After a late night session of Mr Driller, with a hot cup of cocoa, I headed for beddy-byes only to have my dreams infested by growing blocks.

SWEET DREAMS ARE MADE OF THIS

This sort of thing is common with Tetris and I first discovered the joys of video game dreams while ploughing through Penguin Land on my Sega Master System. I love it when it that happens so maybe we should add a "dreamability" rating.

The 2D look could be mimicked perfectly on the Game Boy so the PSX has no probs associated with pushing a game beyond what the machine is capable of. The sound takes up the slack by filling the CD with the grooviest tunes this side of Um Jammer Lammy. It jumps between standard computer game ditties to some Wipe Out-ish techo melodies and back again, but it manages to not sound too incongruous.

Mr Driller is your friend and mine so you need to play this game. Remember the first time you played Tetris? It's time to feel that brain draining warm fuzziness all over again.

Jason Todd

Australian
Station

■ GRAPHICS:	★★★	Simplistic but clear
■ SOUND:	★★★★	Worth the entry price
■ GAMEPLAY:	★★★★	Arrghhhh, get out of my head
■ DIFFICULTY:	★★★	A never ending game of ever-increasing difficulty
■ LIFESPAN:	★★	Fun-for-now but definitely not another Tetris

82
PERCENT

CRISIS BEAT

There's a crisis on the beat. Or something.

FACT FILE

- Publisher
Ozisoft
- Developer
Studio 3
- Genre
3D scrolling fighter
- Release Date
Out Now
- Expectations
Unoriginal, yet action-packed fighter

GAME FEATURES

- 1 or 2 Players
- Dual Shock Compatible

ALTERNATIVES

- Gekido ▼
- Fighting Force 2



Let me just say, right off the bat, that this game is terrible. You don't need to read the rest of the review, I can assure you. All I am going to do is talk about how bad the game is for five hundred or so words, then I'm going to write my review about how cool Monster Rancher is. So skip to my MR review and save yourself some bother.

BAD GAME

Crisis beat is a lame 3D fighting game. By lame I don't mean "your average side-scrolling smack-fest," I mean "so much less than your average side-scrolling smack-fest." The plot revolves around some sort of terrorist take-over of a giant, luxurious ocean liner. There is a fair bit of slow-moving, largely irrelevant FMV laying down the plot, but quite honestly, you won't care. Predictably enough, you start the game by choosing a character. There is a pretty small selection to choose from, and none are too inspired. Then it's a case of walking around

hitting identical enemies until their life-bar reaches zero. Careful! Occasionally these hacks will land a blow on you and YOUR health bar will decrease. So the Machiavellian intrigue goes on. Each character has about four moves, an astoundingly small amount. You can pick up weapons off fallen foes, but if you get hit so much as once you will drop them and they will disappear. Every now and then you will encounter a "Gun box" which gives you a machine gun. But even this is handled poorly. Instead of walking around firing bursts at foes from a distance, your idiot character instead blazes mindlessly away in all directions for about two seconds. This has the dual effect of a) wasting all of the ammo without actually harming anyone; and b) convincing the enemies that you are retarded. Not that your enemies are too bright either. Indeed, most of them forgot to bring any weapons at all. They've got camouflage and helmets, but they left their guns at home. This is a very poor failing of terrorist etiquette.

REALLY BAD GAME

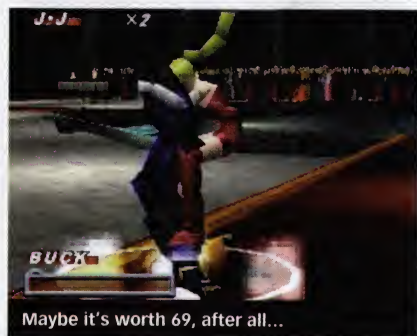
Crisis Beat's game-play is very thin on the ground. The limited attacks, the boring, predictable enemies, the lack of interesting moves all combine to offer nothing new, and far less action than any comparable game released on the PSX in the past few years. Remember Die



Both of these guys are gonna go blind...



Most realistic game on the market? Nope



Maybe it's worth 69, after all...

Hard Arcade at the arcade or on the Saturn (anyone remember the Saturn?). Die Hard Arcade had more depth, a better story and much cooler moves than Crisis Beat, and Die Hard Arcade is an old game. Crisis Beat is just so sparse. The graphics are quite bad and very dated. In fact, the whole game feels like it is a low-budget knock-off from five years ago.

REALLY, REALLY BAD GAME

Remember how a few issues ago I reviewed (and panned) Gekido? Well, Gekido is one hundred times the game Crisis Beat is. The only positive thing that I can say about Crisis Beat is that after playing it for as long as I could bear it, I turned the PlayStation off and left the house for some fresh air and sunshine. After the wretchedness of the experience that is Crisis Beat, you may be unwilling to touch your PlayStation for some time to come.

Rodney Gall

Australian
Station

■ GRAPHICS:	★★	Dated, ugly, crude
■ SOUND:	★★	Wimpy, unspectacular
■ GAMEPLAY:	★	Shallow, unrewarding, uninspired
■ DIFFICULTY:	★★	Basic eye-hand ability suggested, but not essential
■ LIFESPAN:	★★	I can't imagine anyone bothering to finish this game even once

32
PERCENT

GALERIANS

Living the high life

FACT FILE

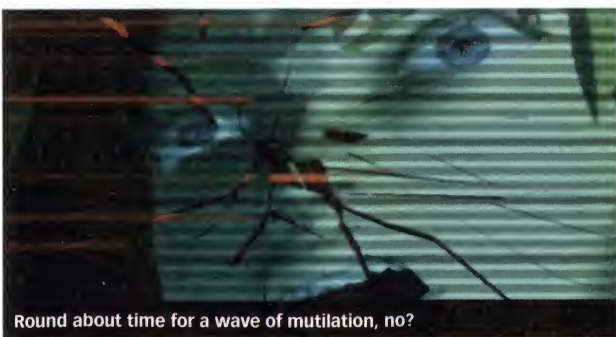
- Publisher
Sony
- Developer
ASCII
- Genre
Adventure
- Release Date
Out Now
- Expectations
Like other
Adventures, but
more psychic
powers & more
drugs

GAME FEATURES

- Single Player
- Memory Card
- Dual Shock Compatible

ALTERNATIVES

- Resident Evil 3
- In Cold Blood ▼



Round about time for a wave of mutilation, no?



Nobody in this day and age actually reads the reviews of TV shows. What we look for instead are those little letters that tell us how old we have to be to watch the show, and more importantly, why it demands such maturity from us. Adult Themes, for example, means it's one of those boring shows with lots of talking. Sex scenes and Nudity indicate it's pornography for people too nervous to actually rent those sorts of things. Violence is the staple diet in the cultural stew that we all consume so avidly. And then there's that funny little "D" that means Drug Use.

DON'T TRY THIS AT HOME, KIDDIES

Using drugs is of course very, very naughty, and no-one here at Station would ever do anything like that. However, in this game you are likely to spend a lot of time wandering around a big laboratory, looking for the gigantic tubes of green and red fluid that you are desperate to inject into your neck, with a scary looking drug-gun called a Beeject. No, this isn't an addict's-life simulation, but a 3-D Adventure game in which you play Rion, a child possessing psychic



I just get these headaches...

powers. However, you need regular injections of PPEC's (Psychic Power Enhancement Chemicals) in order to use them. Early in the game you'll come across a directory of PPEC's, which will explain all the weird and wonderful things you're about to mainline.

BUT WHAT ABOUT THE GAME?

Well, what can I say? It's a 3D adventure, and there are at this time some fairly well established conventions about how they work. These conventions are well-used here, and there are some variations on the theme, but nothing really ground breaking. For example, when Rion has been burning the candle at both ends for too long, so to speak, he enters a state called "Shorting". Myteriously, this doesn't involve Rion becoming less tall. Instead, his brain short-circuits, and he limps around whingeing like a pom whose beer is inadequately warm, making pathetic groaning noises. On the upside, anyone who comes anywhere near him while this is going on gets one of those headaches that makes your head explode into a bloody mess.



Let me tell you about my mother...



Ooh, we've got a live one here

The sort of thing that happens to those of us who are addicted to a legal drug called alcohol quite often.

DARK, ATMOSPHERIC, ETC, ETC

Like a great number of 3D adventures, or at least, the ones that don't feature an improbably mammiferous English Lady, Galerians has a dark, moody atmosphere. Most of the puzzles are fairly simple, although the combat gets progressively tougher as you get further in. Love those guys who, having been set aflame, have a little lie down, and then get right back up again to have another go. That's the spirit, lads! The characters are a little less stereotyped than you might expect, the plot develops gradually to suck you in, and the voice acting's pretty decent. Enjoyable FMV's sprinkled liberally throughout the game are a bonus also. It's probably not a must-play, but for the avid Adventurers out there, this could be just your cup of (drugged) tea.

Gus Hungerford

Australian
Station

■ GRAPHICS:	★★★	Generally very nice, especially the FMV scenes
■ SOUND:	★★★	Atmospheric music, effective screaming
■ GAMEPLAY:	★★★	Simple but quite playable
■ DIFFICULTY:	★★★★	Puzzles are easy, but the fighting can be frustrating
■ LIFESPAN:	★★★★	Across 3 CD's, you're not finishing this in a hurry

77
PERCENT

MOTO RACING WORLD TOUR

At least it's cheaper than a real Motorbike.

FACT FILE

- Publisher
Sony
- Developer
Delphine
- Genre
Motorcycle Racing
- Release Date
October
- Expectations
Not quite like the real thing

GAME FEATURES

- 1 or 2 Players
- Memory Card
- Dual Shock Compatible

ALTERNATIVES

- Any decent car game (Colin McRae Rally 2) ▼



Remember the first time you rode a motorbike? The roar of the engine, the kick of acceleration as it hurtled you into the distance? No? You've never actually been on a motorbike, have you? Like most people, you've watched them through the window of your car as they overtook you in traffic, thinking, "I wonder what would happen if he vomited while wearing that helmet?" You haven't wondered that either? Maybe I should just talk about the game...

KEEP IT REAL

Ah, realism, the bane and blessing of games everywhere. MRWT is the most realistic

Motorbike game I have ever had the pleasure of playing. This is not necessarily a good thing. Suppose that you, never having been on a Motorcycle before, decided to enter a race on one. Do you suppose you would fall off? Well, this "frequently falling off" feature has been implemented in a very realistic way in the game. Other realistic elements include the fact that bikes are very easy to accelerate to speeds where you can no longer control them, yet are considerably harder to slow down. It's a pity that waiting for your crashed motorcycle to return to the road isn't more fun. And therein lies the problem.

ARE WE HAVING FUN YET?

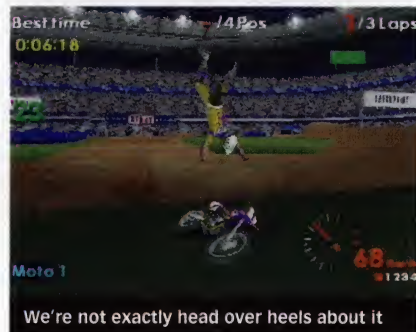
Despite having a wide variety of tracks, bikes, and modes, the real problem with this game is just that it's no damned fun to play. You'll probably find yourself trying out modes for a few minutes each at most before going on to see if the next one is any more enjoyable. If you're a racing freak, there's about a thousand Car or Kart racing titles out there to satisfy you, and any one of them will probably bring you more joy. If you're Motorcycle-Crazy, then watching them on the telly will do you more good than playing this. Let me give credit where credit's due, however. The graphics are well done, if not extraordinary, and some of the



Don't forget the checkpoint, Charlie



No sponsors: always a bad sign



We're not exactly head over heels about it

modes are quite novel the first time you play them. The moto-cross, for example, has you negotiating various hills and bumps using the vertical buttons to lean back and forth, and the horizontal buttons to steer. It's certainly different to anything you'll encounter in a car game. The road-race, on the other hand, is much faster and much more depends on your ability to judge corners, or, more likely, how well you remember every part of the track from having attempted the same race too many times already. Sadly, however, there's not much substance to any of these modes. The sound is adequate, what with roaring engines sounding distinctively Motorbikish and all. At the end of the day, however, it doesn't matter what bells and whistles they put on the engine: playing the game is exactly like playing any other racing game, only less so. Buy at your own risk!

Gus Hungerford

Australian
Station

■ GRAPHICS:	★★★	Clear visuals, smooth animation
■ SOUND:	★★	Vroom, vroom, vroomooooom!!!!!!
■ GAMEPLAY:	★★	Like every other racing game, only more frustrating
■ DIFFICULTY:	★★★★	Difficult enough to force you to go over the same track many times
■ LIFESPAN:	★★	You'll want to try all the different modes - once

60
PERCENT

MONSTER RANCHER

Virtua Pokemon

FACT FILE

- **Publisher**
Sony
- **Developer**
SCE
- **Genre**
Fighting monster manager simulator
- **Release Date**
October
- **Expectations**
Broken English, Japanese cultural strangeness.

GAME FEATURES

- 1 or 2 Players
- Memory Card
- Dual Shock Compatible

ALTERNATIVES

- Monster Seed ▼
- Pokemon



If you're anything like me, and chances are that you aren't, then you think that Pokemon is poncy. Sure, I'm something of an anime fan, but anime to me means giant robots and fan service. So when I heard about a game that appears to be a Pokemon rip-off, you could excuse me for a being less than thrilled. However, just like SOCOG's plans for the closing ceremony, I was so very, very wrong.

THE DEFINITIVE TAMAGOTCHI 3D FIGHTING MONSTER MANAGER SIMULATION

Monster Rancher is essentially a cross between a sports-manager simulation, tamagotchi and a 3D fighting game. But don't let that deter you, once you actually play it, you'll come to see that it is so much more. The story behind Monster Rancher is Pokemon-esque in that people raise and train a range of bizarre creatures for the overall goal of beating the stuffing out of each other. At the start of the game, you are given an assistant, and must then acquire a monster. This can be done by either getting a weak one from the market or generating one at a shrine (it generates them by reading any music CD from your collection). Each different monster has different attacks, attributes, likes, hates and personality type. The combat abilities can be



modified by training, the personality will be affected by the way you treat your creature (much like a tamagotchi), and new attacks can be learned by professional instruction. The goal of all of this is to prepare you monster for combat.

MIGHT ONE SUGGEST THE "LEAPING CLAW" ATTACK, SIR?

Throughout the month, tournaments will be held. You start in the lowest grade of competition, and must defeat other monsters to win the contest and the prize money. Though the goal of a fight is the familiar "reduce enemy health-bar" fair, the fighting system is peculiar and it is not a straight-forward fighting game. Instead of relying on a combination of buttons to pull off moves, you "suggest" moves to you creature using a menu system. This may sound cumbersome for a real-time fight, but it actually works quite well, and makes for a very tactical game instead of a button-masher. The attacks vary in range, power, effect and every monster has different abilities, requiring different tactics to defeat and offering something for every style of player. For example, one creature may be difficult to hit and have accurate attacks, but it may have low life, whereas another may have slow inaccurate attacks but only needs to hit

with one or two of them to KO the opponent.

COMPLEX, YET SO SIMPLE

Whilst the game has a lot of depth, it never becomes too complicated or unplayable. A lot of number crunching goes on, and your monster is really just a collection of attributes, but all of this is masked and presented to the player in simple terms. If your monster is unhappy, it looks unhappy, a tired monster looks tired on screen. This translates into more time actually spent playing the game rather than poring over lists of numbers. The combination of innovative gameplay, truly bizarre monsters, depth, ease-of-play and overall quirkiness makes Monster Rancher stand out as a must-have for anyone looking for something different and fun. And you won't have to buy a single damned packet of Pokemon cards.

Rodney Gall

Australian
Station

■ GRAPHICS:	★★★	Dated, yet expressive; truly bizarre monsters
■ SOUND:	★★★	Quirky and appropriate
■ GAMEPLAY:	★★★★	Strangely compelling, rather rewarding
■ DIFFICULTY:	★★★	Fairly simple to play, but a lot of depth
■ LIFESPAN:	★★★★★	A lot of time required to play, and a huge range of monsters

85
PERCENT



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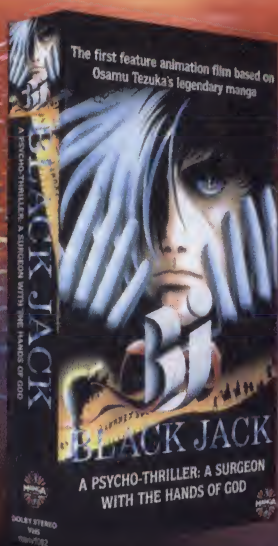
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RC DE GO

One for the bottom of the pile, methinks

FACT FILE

■ Publisher	Acclaim
■ Developer	Taito
■ Genre	Remote Controlled Racing
■ Release Date	Out now
■ Players	One
■ Features	Memory card

What do you get when you cross the awesome physics of Colin McRae 2.0, the multitude of car options from Gran Turismo and the insane arcade fun of Ridge Racer 4? Not RC De Go, that's for sure. While RC De Go still is fairly fun to play, and it is a lot different from most racing games, it's still a rental at best, even for those of you who simply need to have every racing game released on the PlayStation.

RC De Go is a simple remote-controlled racing game, and it plays a lot like a cross between Micro Machines and Re-Volt, but with one major difference - you now see the game from the perspective of the doofus who's holding the controller. The problem is this guy doesn't have the brains to look more than one metre in front of where the car is going, so judging corners can be very difficult.

Luckily though, the commentator helps. When you're already flying over a puddle of



You're either a player...

water he'll scream out "a puddle of water!!!!!!!!!!!" And when you're in a bit of trouble he'll helpfully tell you "there's plenty of racing to go!!!!!!!!!!!" (note: that entire paragraph was sarcastic. The commentator sucks)

The graphics aren't too spectacular either. They're very cartoony, but at least the tracks



...or a player-hater. So which is it?

look remotely (pardon the pun) like remote controlled car tracks. At the end of the day RC De Go is legitimately fun, but with no multiplayer mode and the problems mentioned above, you'll probably get all you can out of it in a weekend.

Jules Boemont

Australian Station

■ GRAPHICS:	★★★	Bright and wacky
■ SOUND:	★	The worst commentary in the world. Music isn't much better
■ GAMEPLAY:	★★★	Very simple, yet fun.
■ DIFFICULTY:	★★★★	LEven on the easy setting it's a bitch
■ LIFESPAN:	★★	No multiplayer mode!

71

PERCENT

NASCAR RUMBLE

Let us get ready to rumble

FACT FILE

■ Publisher	EA Sports
■ Developer	EA Sports
■ Genre	Arcade Racing
■ Release Date	Out now
■ Players	One or two
■ Features	Memory card Standard Controller

Most racing games that feature power-ups and weapons generally fall into the "kiddie-cart" style of game. NASCAR Rumble is one of the first games to combine semi-realistic racing action with the ability to also throw a tornado in the path of your opponent. The result is a damn fun game to play.

Being an official licensed product, NASCAR Rumble features all the real cars, sponsors and drivers from the "sport" (and I use that term loosely) of NASCAR. Thankfully though, the tracks have been totally made up so you won't need to turn left every single time you race. The tracks are very much like the tracks you'd find in Beetle Adventure Racing, with lots of jumps and short-cuts.

There are also quite a few power-ups to find. These vary from the standard turbo boost power-ups to awesome weather-changers that throw tornadoes in the path of your opponents.

This is what really makes the game different from most of the standard racers on the market at the moment.

The only part of the game that is a disappointment is in the audio. The music is lame cock-rock and sounds like it's done by really bad Poison cover band. Unfortunately, the commentary is just as bad. If you want to hear some awful cliches said in a "wacky" style, you've come to the right place though.

Very tight controls and a solid frame-rate is the icing on the cake. NASCAR Rumble is one of the most fun racing games you'll ever play. Yes, there ain't the options that are on offer in Colin McRae 2 or Gran Turismo 2, but if you're not into tweaking engines and just want to blast you friends off the track, this is the game to play.

Wesley Willis



There are realistic racers



Then there are games like this one

Australian Station

■ GRAPHICS:	★★★	Solid enough, but certainly not mind-blowing
■ SOUND:	★★	Very annoying music and commentator
■ GAMEPLAY:	★★★★	The answer to Sega's Daytona and Midway's San Francisco Rush
■ DIFFICULTY:	★★★	The most difficulty is from the amount of races you need to win
■ LIFESPAN:	★★★★	Plenty to unlock...maybe even too much!

80

PERCENT

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ATV. POWER QUAD RACING

Baby, I'm gonna roll ya

FACT FILE

■ Publisher

Acclaim

■ Developer

Climax

■ Genre

Racing

■ Release Date

October

■ Players

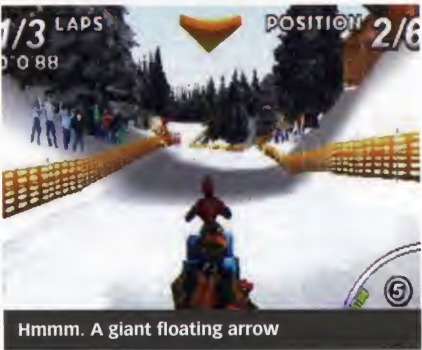
One or Two

■ Features

Memory card
Dual Shock

An ATV, in the case of this game, is a four wheeled off road vehicle used to race in. In real life these vehicles are possibly the most dangerous mode of transport this side of a zeppelin. They are stuck somewhere between a car and a trail bike but with the handling of neither. When an ATV flips it generally crushes the rider and it ain't as light as a motorbike to lift off yourself.

All of this is pretty irrelevant, though, when it comes to the video game version because sitting in front of a television is about as dangerous as playing chess. All of the standard racing game features have been included and not much else. The modes of play include Time Trial, Championship and Single Race. Two players can have grudge matches but I don't think anyone would really be interested in this game enough to fight for their crown of "King Quad." It's fun to race for a short period of time



Hmmm. A giant floating arrow



Best not to think about it, really

particularly if you are a racing fan after something a little bit different.

Twelve tracks are included but, as is the current standard, most of them are inaccessible and need to be unlocked. The same goes for the characters. This may or may not add to the longevity of the single player game but it totally sucks for two players. If I buy a game and a friend pops by, on said purchasing day, it would be nice to be able to

play more than 25% of the game before investing a week of solo playing.

The vehicles, themselves, handle very badly but this is realistic because ATVs are difficult to control (hence their tendency to flip over). ATV: Power Quad Racing may be okay for a weekend of entertainment but beyond that you'd have to a hardcore ATV fan (is anyone?) for interest to be maintained.

Peter Hart

Australian

Station

WACKY RACES

"Curses, foiled again1"

FACT FILE

■ Publisher

Ozisoft

■ Developer

Infogames

■ Genre

Kart Racing

■ Release Date

Out now

■ Players

One or Two

■ Features

Memory card
Dual Shock

Saturday morning cartoon fans of the Eighties will all remember Wacky Races. I was never a great fan, myself, instead preferring the more serious action (and better merchandised) offerings such as Transformers and He-Man. Wacky Races was a more comical cartoon in which the characters all competed in a race that promised to reward the winner with large wads of cash or cool holidays to exotic destinations.

The game of the same name has arrived for the PlayStation and aims to reap the same madness as the cartoon. All the characters have been included as well. Penelope Pitstop is the pink clad babe, Peter Perfect the square-jawed hero and Dick Dastardly is the villain, with his evil side-kick Muttley the ever cursing and mumbling dog. "Any means necessary" is the philosophy racers use to beat each other across the finish line and, sometimes, almost to



death.

The game is a standard kart racer, a la Crash Team Racing, so power-ups and weapons are the toast of the day. Each vehicle has its good and bad points with the larger vehicles being stronger and slower. The tracks continually split and rejoin so practice is needed to learn the shortest route for each. A few modes of play are included, such as Time Trial, Single Race and Championship mode. Two players can also go head-to-head but the multitap has not been supported which is major bummer as racing three friends is the best part of kart racing.

Jason Todd



A desert level. That's pretty original



Those wonky textures must be making her dizzy

Australian

Station

■ GRAPHICS:	★★★	3D version of the cartoon is used as an intro
■ SOUND:	★★	Annoying commentary and comments from Dick
■ GAMEPLAY:	★★★	Mediocre and stereotypical of the genre
■ DIFFICULTY:	★★	One for the kids
■ LIFESPAN:	★★★	Fun for a while but lacks a four player mode

77

PERCENT

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SYDNEY 2000

Get wasted on some Olympic Spirit™

FACT FILE

- **Publisher**
Ozisoft
- **Developer**
Eidos
- **Genre**
Mindless button masher
- **Release Date**
Out now
- **Players**
One to eight
- **Features**
Memory card, Dual Shock, Multitap

Games where you do nothing but mash buttons are strangely successful. Maybe it's because you don't need to learn intricate combos, or even take a glimpse at the game's manual. You simply pick up the controller and pound on the buttons until your fingers are bleeding.

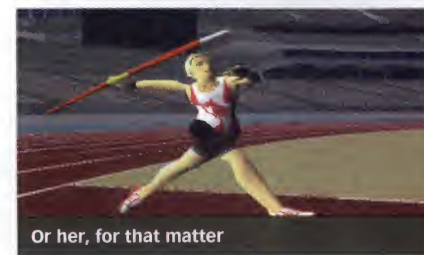
Sydney 2000 follows this formula to a tee, but with a MAJOR difference. The name of the game is "Sydney 2000", and it has an Olympic license. This license is possibly the worst license in gaming history. It gives you access to no athlete's names or likenesses, only the ability to use the likenesses of Olympic venues and the voice of Bruce McAvaney. Unless Eidos got premium tickets to the archery or women's weight-lifting, they got shafted in acquiring the "official" Olympic license.

The stadiums and arenas don't even look that great. Yes, you can tell that the Olympic Stadium is the Olympic Stadium, but it certainly

doesn't make you go "Wow!" And you'd think that with the amount of AI calculations being thrown around in the game (ie. not much), that Eidos could have made the animations of the characters a lot smoother. As it stands they're not "real" (you can't run as Cathy Freeman for example) and they don't look that good.

To the gameplay...hammering buttons is SO 1999. You'd think that with the official game of the Sydney 2000 Olympics that Eidos might have tried to do something different to make the game a little different, but as it stands it's simply a watered-down version of International Track and Field 2. If you're thinking of purchasing Sydney 2000, make sure you realise that you're paying simply for the name and you'd probably have a lot more fun with any other athletics game on the market (including Summer Games 2 for the C64).

Jules Boemont



Australian Station

- | | | |
|----------------------|------|---|
| ■ GRAPHICS: | ★★ | Not as good as International Track and Field 2, that's for sure |
| ■ SOUND: | ★★ | Bruce McAvaney You either love him or you hate him |
| ■ GAMEPLAY: | ★ | Mash those button until your fingers are worked to the bone |
| ■ DIFFICULTY: | ★★★★ | Unless you have steel fingers, this game is very tough |
| ■ LIFESPAN: | ★★ | We're all hanging out for Athens 2004 |

48
PERCENT

SILENT BOMBER

Quiet but deadly

FACT FILE

- **Publisher**
Ozisoft
- **Developer**
Bandai
- **Genre**
Action
- **Release Date**
Out now
- **Players**
One or two
- **Features**
Memory card
Dual Shock

The title of this game reminds me of a kid I went to school with so nicknamed due to his ability to lay the most venomous anal attacks upon classmates without the hint of a bottom gargle. Loud farts were funny but smelly, silent ones made him an outcast which possibly led to his current career choice as a parking inspector but that's a story for a different time.

Silent Bomber, the game, is the 3D version of a retro game that doesn't exist. That is, it has a feel to it of being a classic Commodore 64 game, with the use of a single weapon (bombs, duh!) and big, bad boss characters who's AI limits them to moving in a fixed pattern of attack. Once the pattern is figured out (usually within thirty seconds) then the evil-doer is as good as dead, depending on your actual video games skills. These days being dexterous enough to defeat difficult games is a lost art. If it takes more than two attempts to



defeat an obstacle the game is suddenly considered to be too "challenging" to the average gamer. Well, bollocks to that.

You control Jutah, whose mission is to travel through an enemy space craft exploding everything along the way. In theory it sounds similar to Hudson Soft's Bomberman but the technique is very different. Jutah exists in a 3D world and has a targeting cone to help him place his objects of destruction. The graphics are far from cutting edge but definitely easy on the eye, taking on an anime-ish look. This is a unique title that deserves a look in.

Jason Todd

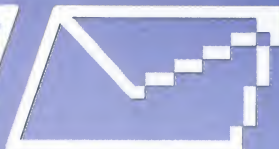
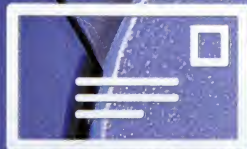


Australian Station

- | | | |
|----------------------|-----|---|
| ■ GRAPHICS: | ★★★ | Better than a poke in the eye with a sharp stick |
| ■ SOUND: | ★★ | Better than a poke in the ear with a fork |
| ■ GAMEPLAY: | ★★★ | Better than a lot of the crap you see these days |
| ■ DIFFICULTY: | ★★★ | Largely dependent on your ability to recognise patterns |
| ■ LIFESPAN: | ★★★ | Not as timeless as it could have been |

77
PERCENT

FEEDBACK



This is where the most important people in the gaming universe (you) get to voice your opinions about games. Send in your comments, concerns and complaints to::

FEEDBACK

Australian Station



78 Renwick St, Redfern, NSW, 2016, Australia

Email: playstation@next.com.au or visit <http://www.hyper@ctive.com.au>

Also, each Letter of the Month will win an amazing DUAL FORCE STEERING WHEEL from Livewire!

Hi!

Thanks for the great mag! Every issue there's a review that saves me from buying a crap game or cheats that save me from simply getting blown away. Anyway, to the questions.

1: Why hasn't Rayman fallen apart yet?

2: Why is Dino Crisis called that? It's so hopeless it should be called Dino Crap!

3: I forget, but it was important.

4: I was going to nail someone from issue 13 but I don't want to swear.

5: Will there be a Twisted Metal 4? When? Could you provide screen shots?

6: When will Crash 4 be released?

7: Why do horny people fall in love with a few colourful dots all going by the name of Lara Croft?

8: Do you like butter on sandwiches?

9: Do you favour white or wholemeal bread?

10: How can I get that stupid

invincibility cheat to work on Quake?

11: Who's your favourite Twisted Metal 2 character?

12: I'm sick of waiting for Unreal to be released; when will it?

13: What's this about a Resident Evil movie? When?

14: Does curly (from Wipeout) have a girlfriend?

15: Um Jammer Lammy sucks.

16: I think a Charmed game would rule.

Ira Fitzgerald
NSW

FREAKY QUESTION OF THE MONTH

JOKE 1

C:/DOS
C:/DOS/RUN
RUN/DOS/RUN

JOKE 2

WHAT DO YOU CALL A GAMING MACHINE THAT IS SLOW?
A PLAYSTATION MADE BY SONY!

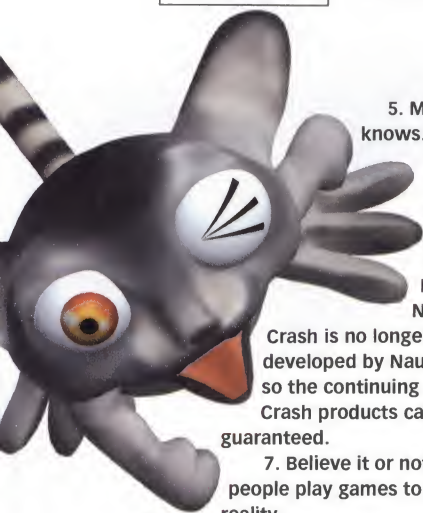
R. McDonald
Waverly

Very post-modern, this one. After all, what exactly is the first joke supposed to mean? He appears to be using syntax vaguely attributable to MS-DOS, but regular slashes (/) have been used instead of the backslash (\), which we all know is correct. Perhaps you are confusing DOS with UNIX?

As for the second comment, it is a trifle unfair. After all, the PSX cannot move under its own power, and is by definition limited to a max speed of zero. Poor show!







5. Maybe. Who knows. Of course.
6. If you mean Crash Bash, November. Note that

Crash is no longer being developed by Naughty Dog, so the continuing quality of Crash products cannot be guaranteed.

7. Believe it or not, many people play games to escape reality.

8. Um, yes.

9. Uh, I don't really care.

10. See No. 9.

11. Um... The Riddler?

12. It's been cancelled for the PSX.

But Unreal Tournament will be out on PS2 very soon indeed, and you can get it for your PC now for 20 bucks.

13. Still in pre-production. At least a year away, if ever.

14. Um, that would make her a lesbian. She has been sighted with Dr Angryman, the character from the beginning of the Wipeout 3 opening credits, though.

15. But Vib Ribbon rules!

16. And I think a Bananaman game would rule. But it ain't gonna happen.

Thanks for the letter, kiddo. Good to see you guys are getting more

warped by the day.

Dear Station Magazine.

I have just started to read your new magazine and it's the best PlayStation magazine I've ever read. Anyway, I have a few questions:

1. Is Jedi Power Battles better than Star Wars: The Phantom Menace?
2. Are any new Tomb Raider games going to be released on the PS2?
3. Why are some people so obsessed with games with heaps of blood and gore? I mean, come on, Mortal Kombat 3 was one of the worst games ever, with bad graphics, boring music and a life span of about 10 minutes, yet some people still liked it because it had lots of blood and killing. It's weird that people are hooked on them.
4. What game do you think is better, Apocalypse or Rogue Spear?
5. Is the first final Fantasy game still available in Australia (if at all)?

Well, thanks for your time and keep up with the wicked mag!

Luke Gellard
Kingscote, SA

1. Yes.
2. Yes.
3. Because many people are shallow and stupid.
4. Rogue Spear.

5. It never was. Only Final Fantasy 7, 8 and 9 were ever made for the PlayStation, and the previous ones were for the NES (1 to 3) and the SNES (4 to 6). Of these, only 6 was released in the west. So for the PSX, number 7 was the "first."

Dear Australian Station,

Firstly I would like to congratulate your fine staff for producing such a cool magazine. Your mag and my Sony PlayStation are what keep me going. I purchased another magazine because I could not stand two months without something to read. In this magazine it claimed that Squaresoft were going to produce games for the X-Box. I'm not trying to scare anybody by bringing this up but please tell me it's not so. Here are some more questions; I hope they interest you and the readers.

1. Are any of the staff New Zealanders?
2. Who is the biggest Final Fantasy fan in the office?
3. Why can't we buy cheat carts in NZ, and can you buy them in Australia?
4. Which cheat cart is the best?
5. What is Final Fantasy Tactics?
6. Who agrees with me that these new games like Hogs Of War and Team Buddies look cool?
7. Will demos ever come with your magazine again?
8. Would you ever consider a reader art page or an import page?
9. Do you ever get cool merchandise much, like that wicked looking Nerf Arena gun?
10. I read in an official magazine that they don't know what the parallel port is for, but I'm sure Station do.

From 100% loyal Station fan
Carrington Brown
Whakatane
New Zealand

1. No. Ben Mansill, former editor of PC Powerplay is, but that's about it.
2. Probably Chantal, now that Kevin's left.
3. Only specialised game stores carry them. If you can't get them in your area, you might try mail order, or the internet.
4. I don't touch the stuff, myself.
5. A game from Squaresoft set in the Final Fantasy universe. It had more of an emphasis on tactical combat than role playing; it was very similar to Legend of Kartia. FFT only ever came out in the US and Japan.
6. Anyone with any sense.
7. No. Sony have cracked down on un-official demo discs, which they no longer permit.
8. We used to have the former, but one of the higher-ups canned it because it was too "childish." As for the latter, we've been printing import reviews of PS2 software for months now, and will continue to do so in order to bring you the very latest PS2 news.

9. Not really. We usually only get boring merchandise like

games, CDs, DVDs, T-Shirts and stuff. It's a drag, really.

10. When Sony first planned the parallel port for the PS2, they had a vague idea that they would then develop add-on devices to exploit it. This never happened, and it fell to enterprising third party companies to come up with innovative uses for it. Sony didn't like most of these uses, so they phased out the parallel port. They'd like you to believe that it never existed.

Dear Station,

I'm not writing in to call you fags, or to whinge about how games aren't getting any better or to ask you for free stuff. What I want to know is why we in Australia seem to only get a fraction of the games released world wide. I see on the internet all this stuff about cool games coming out in Japan or wherever, but they never seem to filter down to Aus? What gives? It's not to say that we don't have a pretty wide range of games to choose from, but I can't help but wonder what we're missing out on by not getting access to all of these other games. Surely at least one distributor could corner a niche market in obscure imported games? Keep up the good work with the mag.

Sean Toole
Sydney

It's due to the small size of our market. There isn't much room for cool niche stuff, just Gran Turismo and Tekken. Get used to it.

Hey guys,

Love your mag. I was just wondering how you guys got into playing computer games in the first place. What age did you start at? What was the first game you played? Also, how does a guy go about getting into the games industry?

Thanks,

PS. The first game I ever played was Double Dragon at the arcade.

Andrew Hetherington
Cairns





As a side note, having grown up in Canada the TF influence was very strong so I can't comment on how the 'scene' was in Aus. I remember the coolest piece of merchandise I had when the original series was doing it's business was this Optimus Prime helmet with built in vocoder!! HAAAAHA it was wicked, so you could utter all your fave quotes and sound like every 7 year old's hero and look the part too.

Hmmm.
Not much to say. I started with "Alley Cat" on my trusty old XT at the tender age of 11. The best way to

get into the industry is to have gone to school or uni with someone already hooked up. Failing that, I believe you can get degrees in both programming and journalism.

G'day

Your magazine is pretty good. I find the reviews to be useful, but lots of other stuff in it is unnecessary. Perhaps you could cut a lot of the content out and drop the price? Maybe. I also need to know a question my cousin has a PC I think it's an Apple Mac? And it has a program to protect it from computer viruses. Can I get one for the PlayStation or Gameboy so that I don't have to worry about copied games? I think Sophie Gosper is hot.

Connor Brodie
North Melbourne

Oh Boy.

Word to James...

First off, man, I can't tell you how surprised I was when I saw my email to you printed in the damn letters section in the latest Station mag! HAHA I still can't get over it. Many thanks for your reply, but on to more pressing matters. And, yep it still concerns our beloved Transformers.

I thought I'd better let you know that at Woolworths Metro in Town Hall you can get a TF video! Words cannot describe how delirious with glee I was. Now I don't know about you, but I've never found anything remotely related to the godliness of the original old school series here in Aus. I mean let's face it, BeastWars might have flash gfx going for it, but NOTHING compares to the bliss of the earlier generation. Ahhh so many memorable moments and quotes.

Anyway, back to this vid, it's got three episodes which make up the story 'The Ultimate Doom' and guess what? It's only \$4.36 or some such insane price! Check it out, it's in this \$5 bargain video bin near the counter where they sell CDs and PSX games. I could only find the one vid unfortunately. They also sell some Robotech stuff too I think.

Oh, and did you hear that the legendary movie is being released on DVD? Not sure about a local release though, and I can't even track down the video either - might have to order it from o'seas?

Anyway, it's time to "Roll Out!"
Later...

PS what are your fave CDs to spin whilst playing Vib Ribbon? (it was FINALLY released locally the other day)

Thanks for the tip, J. That bargain basement place on Pitt St that used to be a Timezone also has a lot of similar stuff. Like Thunderbirds! I would like to say here and now that I would pay a MILLION DOLLARS for one of those Optimus Prime helmets. Also, K-Mart is an excellent source of Batman animated tapes, you can get just about any of them for ten bucks.

For those who came in late: go to www.giantrobot.com for your Transformers Ts, available in a wide variety of shapes and sizes. You won't be sorry. Huzzah!

As for Vib Ribbon, I've found the BeeGees work quite well, as does Aphex Twin.

Dear Station,

Since I have started playing computer games, I have killed 17 people, objectified women and displayed dangerously right-wing political leanings.

Kim Beazley,
Chatswood

It figures.

LETTER OF THE MONTH

This month's winner receives a Dual Force Steering Wheel!



Hello Station guys!



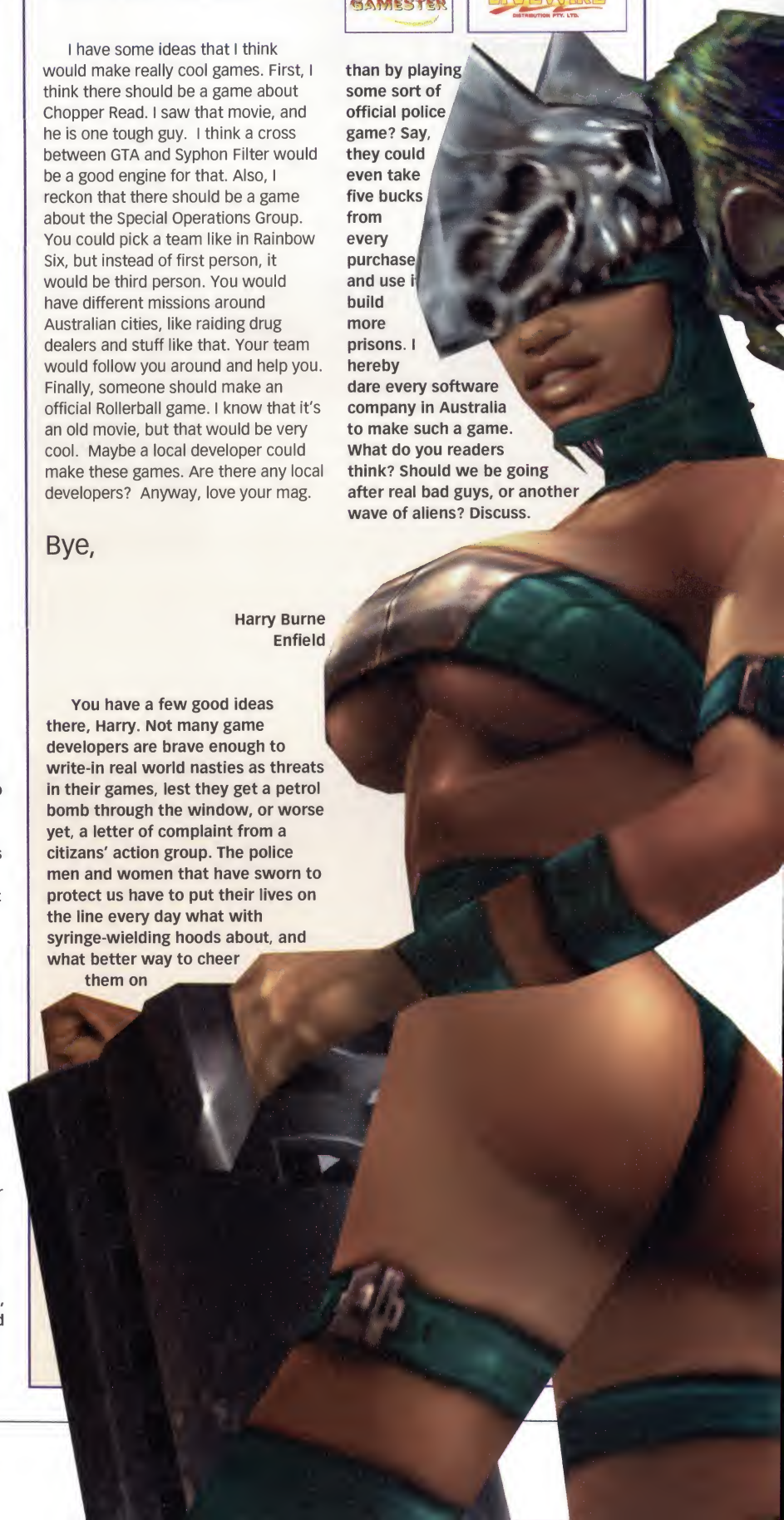
I have some ideas that I think would make really cool games. First, I think there should be a game about Chopper Read. I saw that movie, and he is one tough guy. I think a cross between GTA and Syphon Filter would be a good engine for that. Also, I reckon that there should be a game about the Special Operations Group. You could pick a team like in Rainbow Six, but instead of first person, it would be third person. You would have different missions around Australian cities, like raiding drug dealers and stuff like that. Your team would follow you around and help you. Finally, someone should make an official Rollerball game. I know that it's an old movie, but that would be very cool. Maybe a local developer could make these games. Are there any local developers? Anyway, love your mag.

than by playing some sort of official police game? Say, they could even take five bucks from every purchase and use it to build more prisons. I hereby dare every software company in Australia to make such a game. What do you readers think? Should we be going after real bad guys, or another wave of aliens? Discuss.

Bye,

Harry Burne
Enfield

You have a few good ideas there, Harry. Not many game developers are brave enough to write-in real world nasties as threats in their games, lest they get a petrol bomb through the window, or worse yet, a letter of complaint from a citizens' action group. The police men and women that have sworn to protect us have to put their lives on the line every day what with syringe-wielding hoods about, and what better way to cheer them on



HELPstation

MISS NURSE WANTS YOU!

Can't find the magic glowing rabbit to get past the third squid boss in the underwater city? Stuck in the boiler room of the old factory? Do you require some level skip codes and invincibility cheats to feel like a real PlayStation success? Write to Ms Nurse. She may just help you!



WRITE TO: MISS NURSE
78 Renwick St, Redfern,
NSW 2016, Australia
Email: playstation@next.com.au

APE ESCAPE

99 EXPLOSION BULLETS

To collect up to 99 explosion bullets pause the game and press: R2, down, L2, up, right, down, right, left

BEAT SPECTER EASILY

In Specter's First stage in the level MONKEY MADNESS, Instead of using the Slingshot, Just ram the Machine using your Super Hoop.

HIDDEN MINI-GAME BOXERS

You can get extra boxers on the Specter Boxing

APE ESCAPE



APE ESCAPE



you have not caught.

REAR-VIEW MIRROR

During the Ski mini-game, press the L1 and R1 buttons to get a rear-view mirror.

SAVE A LIFE

When you fall off a cliff, press START and choose EXIT. Then you will go to the time station with the same amount of lives before you fell of the cliff.

CRASH BANDICOOT 2: CORTEX STRIKES BACK

AKU AKU MASK

After losing a life, hold Up + Circle until Crash moves. Release the buttons when Crash loses his second life.

(Note: While in a warp tunnel, Press X (twice) before holding X + Up. Release the buttons when Crash loses his second life.)

AREA WARPS

RED GEM

To find the red gem you must play level 7, Air Crash. When you come to the first jet board don't get on it, instead jump on the first box you see and bounce off it onto another box. You will see a platform bounce onto it and you will warp to the secret warp room with a portal to level 2 Snow Go open.

AIR CRASH GEM

To get all the boxes in Air Crash, you must get to the Third warp room and play Level 13 Bear Down. At the end, when the bear throws you of its back over a frozen lake, go back. Jump across the small tinted ice flows, and onto the large white one. You will warp to the secret warp room with the portal to Air Crash open.

TOTALLY BEAR

To access level 26, Totally Bear, play level 15 Unbearable. At the end the baby bear will throw you over a pit. Slide-jump back over the pit, and walk to where the bear is sitting. When you get there you will go to the secret warp room with Totally Bear open.

TOTALLY FLY

To access level 27 Totally Fly, play level 16 Hangin' Out.

CRASH BANDICOOT 2



HELPSTATION

CRASH BANDICOOT 2



CRASH BANDICOOT 2



When you fall into the water with the crystal, go backwards instead of forwards you will fall into a hole. Play this area and you will warp to the secret warp room with Totally Fly open.

EXTRA LIVES

There are several ways to earn extra lives. One way is to whack bees. Another way is to jump on the polar bear's head in the second warp room (level 6-10).

GEMS

BLUE GEM

Located within level 1 (Turtle Woods), the sapphire is the reward for completing the level without breaking any crates. (Note: Before getting the blue gem, Crash first must possess a silver gem, the reward for breaking all of the level's crates!)

CLEAR GEM

Tourmaline gems are located on level 7 (Air Crash), level 14 (Road to Ruin), and

CRASH TEAM RACING



level 17 (Digin' It). To find them, jump onto objects with the skull-n-crossbones tattoo.

GREEN GEM

The emerald is within level 10 (The Eel Deal). To find it, take the right branch (the one without Wumpa Fruit) at the fork in the tunnel. Walk to the far wall, maneuvering around boxes of TNT, and jump through it.

PURPLE GEM

The amethyst is within level 20 (Bee-Having). To find it, climb the boxes of TNT opposite the chasm beyond the checkpoint.

RED GEM

The ruby is within level 2 (Snow Go), however it is only accessible from the Warp World Entrance found in level 7 (Air Crash).

YELLOW GEM

A topaz is the reward for finishing level 11 (Plant Food) before time runs out.

REVISIT BOSS STAGES

To revisit a boss stage, stand on the middle platform of a warp room. Then hold the shoulder buttons (L1 + L2 + R1 + R2) and when Crash points, press Triangle, Up.

SECRET ROOM

In level 16, "Hangin' Out", there are holes you can go in. Go inside the 2nd one. You will land in water. Go backward until you find another hole jump in it and you will find a secret room with several lives in it.

UNLIMITED LIVES

Go to the secret level in UNBEARABLE. At about the halfway point there is a bouncing box and an arc of fruit. Go to the highest step and super jump up to find two extra lives. Get both of them and kill yourself. Return to that spot for 2 more lives. Repeat as many times as you want!

CRASH TEAM RACING

ACCESS NITROS OXIDE'S SPACE SHIP

To unlock the Nitros' spacecraft, you must possess four Boss Keys.

CRASH TEAM RACING



EXTRA BATTLE ARENAS

To unlock a new playing field in Battle mode, win all four Cup Races in Arcade mode at the corresponding level of difficulty.

Course	Difficulty
Basement Level	Hard
Parking Lot	Easy
The North Bowl	Medium

FAKE CRASH

Win the Purple Gem Cup in Adventure mode. (Note: To unlock the Purple Cup, you must collect five purple CTR tokens.)

INFINITE MASKS

At the main menu, hold L1+R1 And press Left, Triangle, Right, Left, Circle, Right, Down(2). If you entered the code correctly, you will hear a sound.

INVISIBILITY POWER-UP

Hold L1 + R1 and press Down, Left, Right, Up, Down, Right at the main menu.

KOMODO JOE

Hold L1 + R1 and press Down, Circle, Left (x2), Triangle, Right, Down at the main menu.

Alternately, win the Blue Gem Cup in Adventure mode. (Note: To unlock the Blue Cup, you must collect five blue CTR tokens.)

N. TROPHY

Hold L1 + R1 and press Down, Left, Right, Up, Down, Right (x2) at the main menu.

Alternately, defeat N. Trophy's ghost on every track in Time Trial mode.

NITROS OXIDE

Defeat N. Oxide's ghost on every track in Time Trial mode.

PAPU PAPU

Hold L1 + R1 and press Left, Triangle, Right, Down, Right, Circle, Left (x2), Down at the main menu.

Alternately, win the Green Gem Cup in Adventure mode. (Note: To unlock the Green Cup, you must collect five green CTR tokens.)

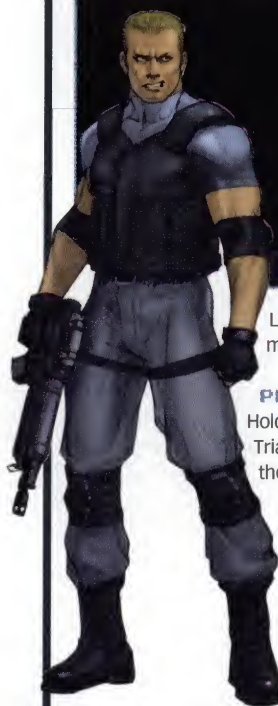
PENTA PENGUIN

Hold L1 + R1 and Press Down, Right, Triangle, Down,



HELPstation

DINO CRISIS



Left, Triangle, Up at the main menu.

PINSTRIPE

Hold L1 + R1 and press Left, Right, Triangle, Down, Right, Down at the main menu.

Alternately, win the Yellow Gem Cup in Adventure mode. (Note: To unlock the Yellow Cup, you must collect five yellow CTR tokens.)

RIPPER ROO

Hold L1 + R1 and press Right, Circle (x2), Down, Up, Down, Right at the main menu.

Alternately, win the Red Gem Cup in Adventure mode. (Note: To unlock the Red Cup, you must collect five red CTR tokens.)

SCRAPBOOK OPTION

Defeat N. Trophy's ghost on every track in Time Trial mode to unlock Scrapbook option at the main menu.

SPYRO 2 DEMO

Hold L1 + R1 and press Down, Circle, Triangle, Right at the main menu.

TURBO BOOST

Press X before the green light fades at the beginning of a race.

TURBO COUNTER

Hold L1 + R1 and press Triangle, Down (x2), Circle, Up at the main menu.

TURBO PADS

Hold L1 + R1 and press Triangle, Right (x2), Circle, Left at the main menu.

DINO CRISIS

ALL DDK DOOR'S PASSWORDS

1. Enter "HEAD" to open the Chief's Room door.
2. Back to Main Entrance. To unlock this door enter "NEWCOMER".
3. In B1 Hall, input "LABORATORY" to unlock the door.
4. Back to Computer room, insert your Key Card in the key card device. Regina will call Gail for help. After that, you have to use your DDK Disc and enter "ENERGY".
5. In Rest Station room, enter WATERWAY to unlock the door.
6. In the room were you enter the B2 chips 1 and 2, there is a DDK door. Unlock this door by entering "STABILIZER".
7. In the Parts Storage room there is also a door. Enter DOCTORKIRK to unlock this door.

B1 LIBRARY COMPUTER CODE

3695-Access code for computer in the library Room on floor B1

BONUS OUTFITS

If you beat the game in under 8 hours then you will get new costumes to wear as you play again.

CHIEF'S VAULT COMBO

Type in 705037 at the vault. It will open and reveal the card to Dr. Kirk's secret lab in the control room.

GAS EXPERIMENT ROOM KEYCODE

7248-Access code to unlock Gas Experiment room

INFINITE GRENADE GUN AMMO

When you have seen all three endings to Dino Crisis (you must play three separate games from start to finish). Regina not only starts with Grenade Gun in her arsenal, but she also has unlimited ammunition.

LOUNGE SAFE COMBO

The combo for the lounge on the 2nd floor is 8159

MANAGEMENT OFFICE SAFE COMBO

0426-Combo for the safe in the Management Office

OPERATION WIPEOUT MODE

To unlock Operation Wipeout, beat the game in under 5 hours or save less then three times or don't use any continues

PARTS STORAGE COMPUTER CODE

364204-Access code for the computer in the Parts Storage Area

PAUL BAKER'S ID NUMBER

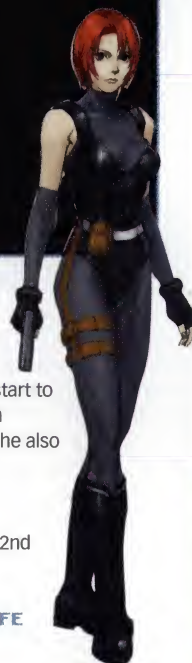
59104-ID for Paul Baker

REGISTRATION NUMBERS

Here are the two registration numbers you need for the ID Card:
Mark Doyle-57036
Dr. Kirk-31415

SECURITY PASS ROOM KEYCHIP CODE

0392-Access code for Key Chips in Security Pass Room



HELPstation

SECURITY PASS ROOM COMPUTER CODE

31415-Access code for computer in Security Pass Room

STABILIZER DESIGN ACCESS CODE 1

0367-Access code for 1st computer in Stabilizer Design Room

STABILIZER DESIGN ACCESS CODE 2

0204-Access code for 2nd computer in Stabilizer Design Room

STABILIZER EXPERIMENT ROOM CASE COMBO

1281-Combo for the case in Stabilizer Experiment Room

GUARDIAN'S CRUSADE

FREE SPINACH SNACK

When Bonik's shop opens, you head to his shop. Check the barrel on the right side. Bonik will start talking. He will give you a free spinach snack.

INFINITE RUBIES

On the island of Kerple, if you check the jar in the chief's house (on the right wall), you will find money. Every time you do this, you get 1 ruby. If you leave the game on overnight with a turbo controller, you can amass approximately 1,000 rubies an hour.

INDEPENDENCE DAY

Additional Options and Plane Select

Go to the options menu and enter your name as "MR HAPPY". Exit to game select and quickly press Left, Right, Square, Circle, Triangle, Triangle, Down. This code unlocks several of the cheats below and also lets you choose your plane.

ALL CHEATS UNLOCKED

To unlock all cheats available in the cheat menu, first go to the options menu and enter your name as GREG FM. Then go back to the main screen using the exit option. Using triangle will not make the code work. Once you are in the main menu, (where the movie segments are playing) punch in the following sequence on the D-pad: Left, Right, Square, Circle, Triangle, Triangle, Down. This should bring you to the menu. Then switch on the cheats you wish. (The plane selection option will always be enabled, giving you all available aircraft.)

Fast Reload, Damage Bonus and Unlimited Weapons
Go to the options menu and enter your name as "GO POSTAL". Exit to the Game Select screen and quickly press Left, Right, Square, Circle, Triangle, Triangle, Down. A cheat menu will appear where you can choose FAST RELOAD, DAMAGE BONUS, and WEAPONS from the options menu.

Fast Reload lets you fire missiles rapidly. Damage Bonus lets you kill aliens, generators, and vehicles in one shot. Weapons gives you unlimited firepower.



INVINCIBILITY

Before entering this code you must enter the Additional Options code. Once that's done, enter the password "LIVE FREE". If you did it right, an INVINCIBLE option will appear on the Options screen.

LEVEL SELECT

Before entering this code you must enter the Additional Options code. Once that's done, enter the password "FOX ROX". You can now choose any CITY on the options screen.

PASSWORDS

Level	Easy	Medium	Hard
Washington	DBKHN	DBKMO	DBKQO
New York	GBKHW	GBKMX	GBKQX
Paris	LLSHW	LLSMX	LLSQX
Moscow	NL9HW	NL9MX	NL9QX
Tokyo	R39JD	R39NF	R39RF
Oahu	T59HW	T59MX	T59QX
Las Vegas	Z99HY	Z99MZ	Z99QZ
Mothership	399HG	399MH	399QH

TARGET CIVILIANS AND FRIENDLIES

Go to the options menu and enter your name as "GODZILLA". Exit to game select and quickly press Left, Right, Square, Circle, Triangle, Triangle, Down. You will enter a cheat menu where you can select KILL CIV and KILL WING. These options let you kill civilian ground targets and your wingman.

TOURIST MODE

Go to the options menu and enter your name as "TOURIST". Exit to game select and quickly enter Left, Right, Square, Circle, Triangle, Triangle, Down. If you did it right, a cheat menu will appear where you can

choose CITY, TOURIST, DEMO CAM, and NO TIME. TOURIST mode removes all aliens from the world. DEMO CAM controls the camera with the joypad. NO TIME removes the time limit.

SYPHON FILTER

1-SHOT KILL WITH THE 9MM

Select and highlight the Weapons Screen. Press and hold Right, R2, L2, Circle, Square, and X at the same time.

ALL WEAPONS AND INFINITE AMMO

Pause the game and highlight the Weapons menu. Now press and hold RIGHT + L2 + R2 + CIRCLE + SQUARE + X.

EASIER ENEMIES

To make your enemies easier to kill, pause the game and highlight the MAP entry. While it's highlighted, press and hold Right, R1, L2, X. A laugh will confirm the code.

HARDER GAME

At the title screen press and hold Left, L1, R2, Select, Square, Circle, and X. The word "dammit" will confirm the code.

LEVEL SELECT

Pause the game, go into the Options menu. Highlight the Select Mission option, then press and hold LEFT + L1 + R1 + SELECT + SQUARE + X.

POWER-UP BULLETS

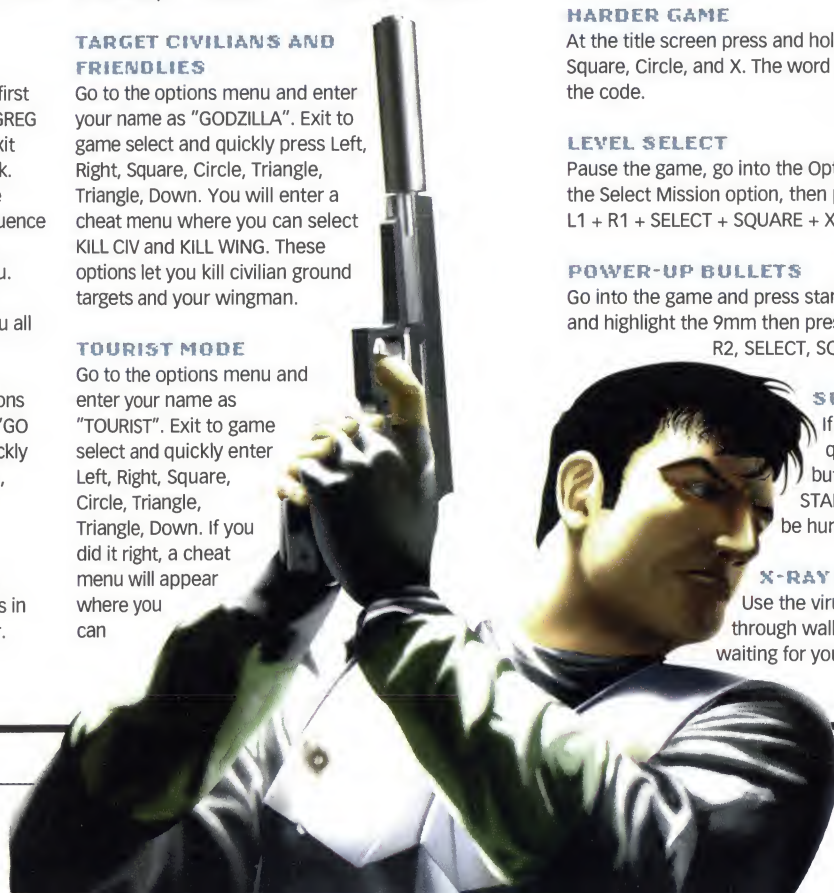
Go into the game and press start. Then go to weapons and highlight the 9mm then press and hold LEFT, L1, R2, SELECT, SQUARE, X, O.

SURVIVE BURNING

If you're lit on fire, quickly press the START button then press the START button again. You'll be hurt, but alive.

X-RAY VISION

Use the virus scanner to look through walls to see if an enemy is waiting for you.



BUYER'S GUIDE

Station Magazine has formed the Buyer's Guide to give you, the reader, an idea about the games that have been released over recent months. Use this as a guide when buying your PlayStation software.

STATION RECOMMENDATIONS: PLATFORM

1. Rayman 2

Price: \$69.95

Score: 96

2. Crash Bandicoot Warped (Platinum)

Price: \$39.95

Score: 95

3. Rayman (Platinum)

Price: \$34.95

Score: 95

4. Abe's Exoddus

Price: \$59.95

Score: 90

5. Ape Escape

Price: \$69.95

Score: 90



ARMORINES: PROJECT S.W.A.R.M.

PUBLISHER: Acclaim

GENRE: Shooter

PRICE: \$69.95

SCORE: 42

Direct conversion of the abysmal N64 version. Armorines promises Starship Troopers action but delivers a bland and frustrating experience.

BALLISTIC

PUBLISHER: THQ

GENRE: Puzzle

PRICE: \$60.95

SCORE: 78

Similar to the Bust A Move arcade puzzlers, only the player's marble-shooting cannon is at the center of a spiral. Two player mode is short and deadly.

BISHI BASHI SPECIAL

PUBLISHER: Ozisoft

GENRE: Party

PRICE: \$89.95

SCORE: 76

Perfect for those with short attention spans, this presents almost a hundred different mini games that demand frantic button mashing!

CHASE THE EXPRESS

PUBLISHER: Sony

GENRE: Action/Adventure

PRICE: \$69.95

SCORE: 84

Somewhere between Under Siege 2 and Resident Evil, this game is loaded with cliches, but a rollicking adventure ride regardless.

DESTRUCTION DERBY RAW

PUBLISHER: Sony

GENRE: Racing

PRICE: \$69.95

SCORE: 79

Mindless, fender bending racing action. Not terribly deep, but has that pick-up-and-play appeal that ensures repeated and extended satisfaction.

DRAGON VALOUR

PUBLISHER: Sony

GENRE: Action/RPG

PRICE: \$49.95

SCORE: 64

Zelda-ish dungeon romping with a hint of genealogy. Hack and slash for the glory of your family, or something. Repetitive and unremarkable in all respects.

STATION RECOMMENDATIONS: RPG

1. Final Fantasy 7

Price: \$39.95

Score: 100

2. Vagrant Story

Price: \$89.95

Score: 92

3. Final Fantasy 8

Price: \$39.95

Score: 90

4. Star Ocean: The Second Story

Price: \$49.95

Score: 90

5. Legend Of Legaia

Price: \$49.95

Score: 90



STATION RECOMMENDATIONS: ACTION

1. Driver

Price: \$69.95

Score: 95

2. GTA 2

Price: \$89.95

Score: 93

3. Medieval 2

Price: \$49.95

Score: 93

4. Terracon

Price: \$49.95

Score: 87

5. Die Hard Trilogy (Platinum)

Price: \$39.95

Score: 80



ECW Hardcore Revolution

PUBLISHER: Acclaim

GENRE: Wrestling

PRICE: \$89.95

SCORE: 48

Now you can recreate the madcap adventures of your favourite ECW wrestling stars. Another wrestling game clone, perhaps the least original yet.

EVO'S SPACE ADVENTURES

PUBLISHER: Jack Of All Games

GENRE: Puzzle

PRICE: \$39.95

SCORE: 61

You infiltrate a space station by taking control of various robots. This rip-off of Paradroid is marred by painfully slow movement.

FRONT MISSION 3

PUBLISHER: Sony
GENRE: Strategy/RPG
PRICE: \$69.95
SCORE: 89

An excellent example of mech combat delivered in a manner that is both cerebral and action-packed. Highly addictive, highly recommended.

GHOUL PANIC

PUBLISHER: Sony
GENRE: Shooting
PRICE: \$49.95
SCORE: 68

A shooting gallery game that works with the Namco G-Con 45 controller. Not as good as the Point Blank games, but good enough as a change of pace.

GRIND SESSION

PUBLISHER: Sony
GENRE: Skateboarding
PRICE: \$69.95
SCORE: 78

This is a brazen copy of Tony Hawk Skateboarding, with only one or two new features. Possibly useful to those who can't wait for Tony Hawk 2.

GRUDGE WARRIORS

PUBLISHER: Jack Of All Games
GENRE: Action
PRICE: \$49.95
SCORE: 55

Do deadly battle in your dastardly dune buggy against rival gangs of despicable desperados. Highly unoriginal, uninspiring, un compelling and unnecessary.

HOGS OF WAR

PUBLISHER: Ozisoft
GENRE: Turn based strategy
PRICE: \$89.95
SCORE: 95

Like Worms Armageddon, only in 3D! Pit your squad of WW2-themed pigs against your friends with Rick Mayall from Bottom doing the voices!

IN COLD BLOOD

PUBLISHER: Sony
GENRE: Adventure
PRICE: \$69.95
SCORE: 71

This big-budget spy thriller makes use of some interesting light-sourcing technology, but the puzzles are just this side of impossible.

INFESTATION

PUBLISHER: Ubi Soft
GENRE: Action
PRICE: \$89.95
SCORE: 82

Free-roaming 3D adventures across a planet's surface in a highly upgradeable vehicle. Hardly an original concept, but executed well enough.

LEGEND OF DRAGON

PUBLISHER: Sony
GENRE: RPG
PRICE: \$69.95
SCORE: 89

Highly polished, three years in the making, and visually spectacular, Legend Of Dragoon is an RPG fan's dream come true. Not original, but very good.

THE MISADVENTURES OF TRON BONNE

PUBLISHER: Ozisoft
GENRE: Adventure
PRICE: \$89.95
SCORE: 85

Join the arch-enemy of Megaman, Tron Bonne, and her army of Lego-man shaped robots on an adorable orgy of pillaging and mayhem.

MOHO

PUBLISHER: Jack Of All Games
GENRE: Arena based combat
PRICE: \$49.95
SCORE: 85

One or two player action with a variety of different game modes. The novelty factor here derives from the combatants having balls instead of legs.

NBA SHOWTIME NBA ON NBC

PUBLISHER: Playcorp
GENRE: Basketball
PRICE: \$89.95
SCORE: 72

An unwarranted addition to the swollen field of Basketball games, with unremarkable gameplay and surprisingly poor graphics.

PLAYER MANAGER 2000

PUBLISHER: Sony
GENRE: Soccer Management
PRICE: \$69.95
SCORE: 61

If you want a soccer management simulation for your PlayStation, then this is about the best one you can get. If you don't then don't buy it.

STATION RECOMMENDATIONS: ADVENTURE

1. Metal Gear Solid (Platinum)
Price: \$49.95
Score: 100
2. Resident Evil 3
Price: \$89.95
Score: 90
3. Tenchu
Price: \$49.95
Score: 90
4. Syphon Filter
Price: \$69.95
Score: 90
5. Silent Hill
Price: \$89.95
Score: 80



STATION RECOMMENDATIONS: FIGHTING

1. Tekken 3 (Platinum)
Price: \$39.95
Score: 95
2. StreetFighter Zero: 3
Price: \$89.95
Score: 90
3. Bushido Blade
Price: \$69.95
Score: 97
4. Dead or Alive
Price: \$69.95
Score: 81
5. Soul Blade (Platinum)
Price: \$39.95
Score: 90



RE-VOLT 2: RC REVENGE

PUBLISHER: Acclaim
GENRE: Racing
PRICE: \$69.95
SCORE: 42

While more polished than the first Re-Volt, and arguably better executed, it holds little appeal when games such as Crash Team Racing exist.

RONALDO V-FOOTBALL

PUBLISHER: Ozisoft
GENRE: Soccer
PRICE: \$89.95
SCORE: 64

The makers of this knew that it would sell with Ronaldo on the box, so they didn't even try to compete with ISS Pro Evolution (A better game).

SPACE DEBRIS

PUBLISHER: Sony
GENRE: Space Shooter
PRICE: \$89.95
SCORE: 58

Very predictable and unrewarding gameplay makes for an unnecessary addition to an already overcrowded genre

STRIDER 2

PUBLISHER: Ozisoft
GENRE: Platform
PRICE: \$89.95
SCORE: 80

Fans of the original will get a kick out of this rejuvenated Capcom classic.

STATION RECOMMENDATIONS: RACING

1. **Wip3out Special Edition**
Price: \$49.95
Score: 91
2. **TOCA World Touring Cars**
Price: \$89.95
Score: 90
3. **Gran Turismo (Platinum)**
Price: \$49.95
Score: 90
4. **Colin McRae Rally (Platinum)**
Price: \$39.95
Score: 90
5. **Ridge Racer Type 4**
Price: \$39.95
Score: 80



STATION RECOMMENDATIONS: SPORT

1. **Tony Hawk Skateboarding**
Price: \$69.95
Score: 100
2. **NBA Live 2000**
Price: \$89.95
Score: 90
3. **Shane Warne Cricket**
Price: \$49.95
Score: 90
4. **Cool Boarders 3**
Price: \$39.95
Score: 80
5. **FIFA 2000**
Price: \$79.95
Score: 100



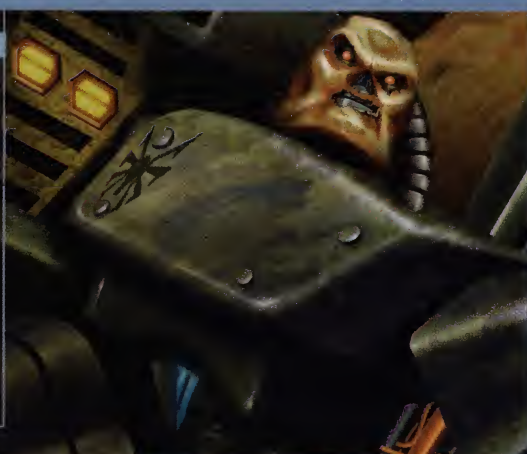
STATION RECOMMENDATIONS: MULTIPLAYER/PUZZLE

1. **Worms: Armageddon**
Price: \$89.95
Score: 100
2. **Crash Team Racing**
Price: \$79.95
Score: 98
3. **Hogs Of War**
Price: \$79.95
Score: 95
4. **Team Buddies**
Price: \$69.95
Score: 92
5. **Vib Ribbon**
Price: \$59.95
Score: 90



STATION RECOMMENDATIONS: SHOOTING

1. **Quake 2**
Price: \$89.95
Score: 90
2. **Final Doom**
Price: \$39.95
Score: 90
3. **Point Blank 2**
Price: \$59.95
Score: 90
4. **Time Crisis**
Price: \$39.95
Score: 90
5. **Medal Of Honor**
Price: \$69.95
Score: 80



TEAM BUDDIES

PUBLISHER: Sony
GENRE: Action Battle
PRICE: \$69.95
SCORE: 92

Up to four players can control little squads of little capsule-shaped men in a war-torn version of Tellytubby land. Zany, refreshing, different!

TERRACON

PUBLISHER: Sony
GENRE: Action
PRICE: \$49.95
SCORE: 87

Blast your way across five different planets in a free roaming 3D first/third person action blaster with a catchy techno beat. Refreshing, different.

TOCA WORLD TOURING CARS

PUBLISHER: Ozisoft
GENRE: Racing
PRICE: \$89.95
SCORE: 95

One of the best driving games ever made for PlayStation, TOCA WTC allows players for the first time to race in Aussie cars at Aussie tracks, including Bathurst!

TOMBI 2

PUBLISHER: Activision
GENRE: Action/RPG
PRICE: \$89.95
SCORE: 78

A curious combination of platform and RPG elements, Tombi 2 is a feast of sub games. Smooth and entertaining, but holding little replay value.

UEFA CHAMPIONSHIP LEAGUE 1999/2000

PUBLISHER: Ozisoft
GENRE: Soccer
PRICE: \$89.95
SCORE: 74

Yet another white elephant soccer game that falls somewhere in between ISS evolution and FIFA 2000 without really challenging either of them.

VAMPIRE HUNTER D

PUBLISHER: Jack Of All Games
GENRE: Action
PRICE: \$89.95
SCORE: 40

Fans of the anime could conceivably get a kick out of this, but the layman will be offended by the poor control and mindless repetition.

VIB RIBBON

PUBLISHER: Sony
GENRE: Music
PRICE: \$39.95
SCORE: 90

One of the most original games we've ever played! Guide a twisted rabbit creature across a surreal music-generated obstacle course.

WALT DISNEY WORLD MAGICAL RACING QUEST

PUBLISHER: Ozisoft
GENRE: Kart Racing
PRICE: \$89.95
SCORE: 64

This doesn't even come close to reaching the high water mark set by Crash Team Racing, and comes out the worse when

WIP3OUT SPECIAL EDITION

PUBLISHER: Ozisoft
GENRE: Racing
PRICE: \$49.95
SCORE: 91

The ultimate racing experience on PlayStation. 22 tracks from the Wipeout series under one roof of high res graphics and mellow Euro-trance. Superb!

WORLD CHAMPIONSHIP SNOOKER

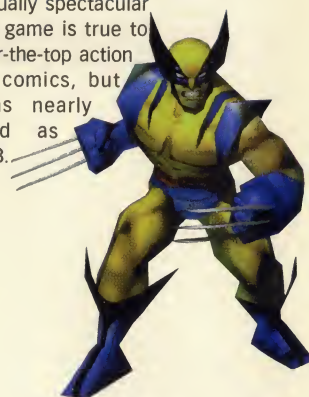
PUBLISHER: Ozisoft
GENRE: Snooker
PRICE: \$89.95
SCORE: 85

Probably the best snooker game yet for the PlayStation, with amazing visuals and highly realistic physics. Of course, the real game beckons at the pub...and mellow

X-MEN

PUBLISHER: Activision
GENRE: Fighting
PRICE: \$89.95
SCORE: 74

This visually spectacular fighting game is true to the over-the-top action of the comics, but isn't as nearly polished as Tekken 3.



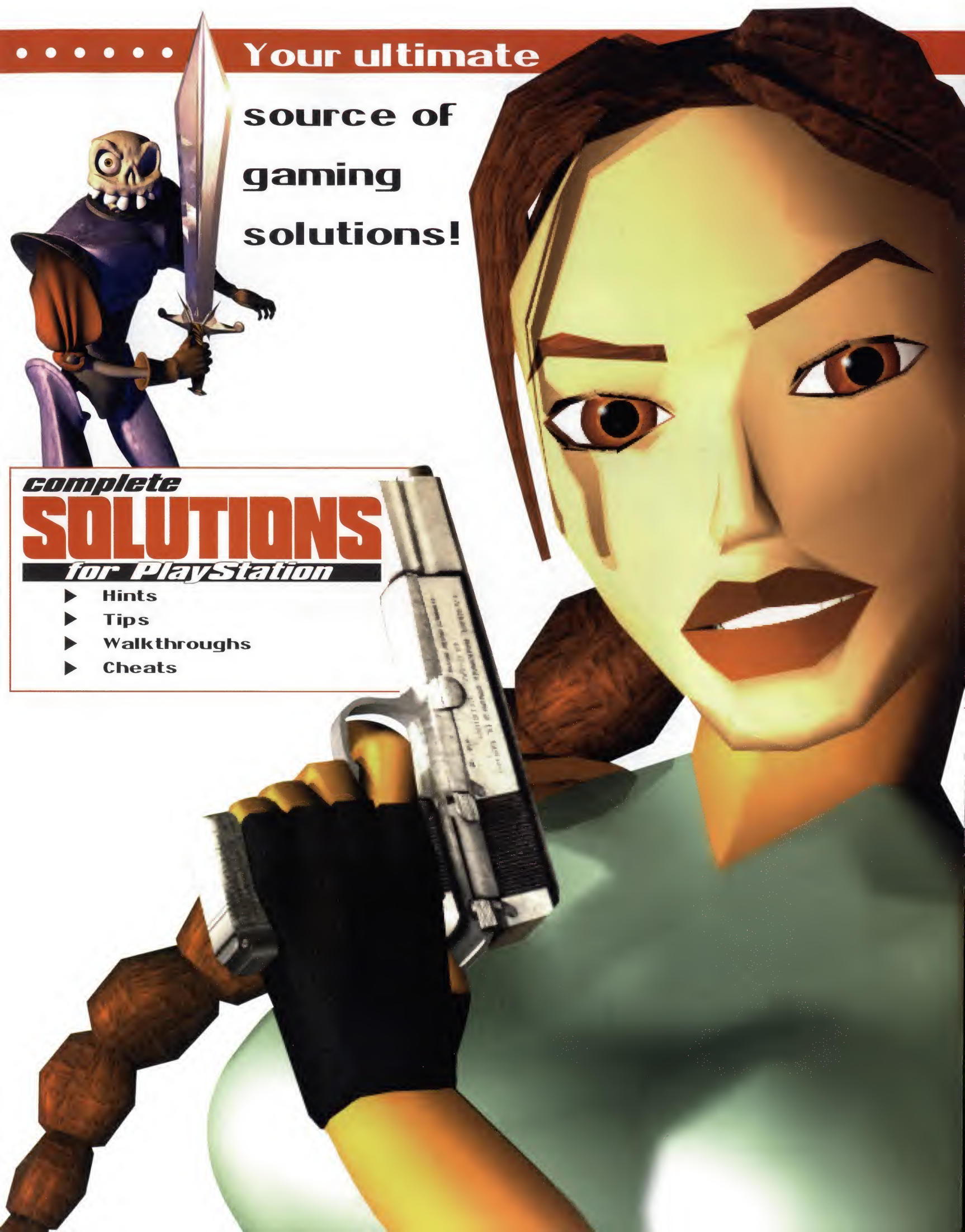
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the CRITICS' CIRCLE

This is where the crew at Australian Station takes a more serious look at the world of PlayStation. The Critics' Circle is a forum where we discuss hot and/or topical issues that affect your enjoyment in PlayStation gaming. This month, we take a look at the single most disturbing trend in the world of PlayStation: the proliferation of crates...

WHY ARE THERE SO MANY CRATES IN VIDEO GAMES?

If there's one dominant trend in the world of video games these days, it's the crate. No matter what genre you're playing, on what system, it's only a matter of time before you run across these cubic little gaming oddities. They proliferate like wire coat hangers, never visibly breeding, but never the less increasing their numbers from one day to the next.

Despite seemingly unstoppable advances in game design, why is the crate still with us? For one thing, they're easy on video game hardware. Where a humanoid character may require hundreds or thousands of polygons to make him look realistic, a crate only needs six.

Crates are an easy way to place bonuses throughout a game, perhaps the feeling of satisfaction you get from smashing a crate open makes for its own reward? They are also a handy solution for making maze or jumping puzzles, and for stacking puzzles they're the best there is.

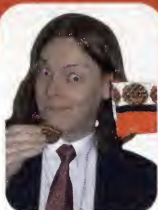
But perhaps the greatest thing going for them is that they require almost no imagination to place in a game. In real world settings they usually look realistic, and in the world of fantasy, this doesn't matter. But what about the marketplace? Is Joe Public getting sick of them?

Can we see the forest for the crates?

CRATES IN GAMES: A GOOD THING OR A BAD THING?

JAMES COBTEE

Funny things, crates. At first, you don't notice them at all. But as soon as you do, it's impossible not to stare at them. It's like listening to someone talking with a New Zealand accent. You're trying to pay attention to the concepts and facts they are relating to you, but once you cross the border into accent recognition land, this one simple aspect of their delivery dominates your consciousness. So too with the PlayStation, after a while you start playing a game with the sole intention of finding the crates, hunting them down to the exclusion of all else. And why not? Crates are so exotic, so rare. Your chances of coming across one of these marvels of the modern age in real life are slim at best. Bring on the crates, I say. Let's turn the Earth into one giant cube!



RODNEY GALL

For all of you budding game designers, here's my inside scoop on how to design your own PSX game. First, think of a crate. Just an ordinary, brown, boring crate. Now think of some other crates. They can be the same size, bigger or smaller, it's up to you. If you want, you can imagine some of them to be slightly different shades to the rest. Having done this, picture a square room. Begin mentally allocating your crates to different places in the room. Smaller crates can sit on top of larger crates, but NEVER vice versa. Think of fifty more rooms like this, decide whether your game will be an RPG, an adventure or a fighting game. Determine if the time is the past, present or future. Voila! You've developed your first PSX game. And your second. And your third...



PETER HART

I think we're seeing a bit of a gaming backlash here, and I must say that it's totally uncalled for. The crate is a now part of the visual language we use every day. To previous generations things like stop lights and street signs must have seemed oppressive, constricting, but today we accept them for what they are; a labour-saving device that streamlines our visual language and frees up our faculties for more complex ideas. Just as, say, sexy babes are an emotive and attractive staple of video gaming these days, I feel the crate is the antithesis of the sexual, signaling a cerebral focus to ones current in-game situation. To wit, who can forget the nifty use of crates for cover in Metal Gear Solid, or the way you could disguise Snake as a cardboard box? Crates are great!





NEXT EDITION



AS OF NEXT MONTH, AUSTRALIAN STATION BECOMES YOUR ESSENTIAL GUIDE TO EVERYTHING PS2!

SUMMONER

The first smash hit RPG for the PS2 won't be from Japan, but instead will hail from America. Summoner is a medieval action extravaganza, with huge environments, an involved combat system and some truly freaky-arsed monsters to kill. It looks nothing short of incredible, and we'll be giving you full exposure of this hack-and-slash masterpiece.

RAYMAN REVOLUTION

If you thought the PlayStation version pushed its graphics to the limit, wait until you see this. Rayman Revolution is a new improved version of Rayman 2 for the PlayStation 2, and it has visuals so intense they boggle the mind. It looks better than every single other PS2 game we've seen so far, and that's saying something!

SSX

EA Canada sure know how to make games about snow! Snowboarding games have been a staple for stoners on the PSX for some time now, and the reign of Cool Boarders could be coming to an end if this is anything to go by. Amazing levels and astounding speed are plentiful in what people are already calling the best sports game for the PlayStation 2!

ALSO COMING NEXT MONTH:

Tekken Tag Tournament, Dead Or Alive 2: Hardcore, Gradius III & IV, Silent Scope, The Getaway, Street Fighter EX3, Unreal Tournament, and much, much more!

Actively pursue success

Coming soon...



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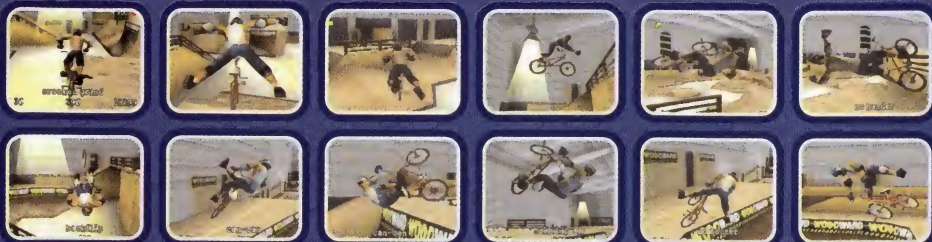
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Dave Mirra freestyle BMX™



Acclaim

Z-AXIS

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